

New York Giants  
Offensive Playbook  
2000



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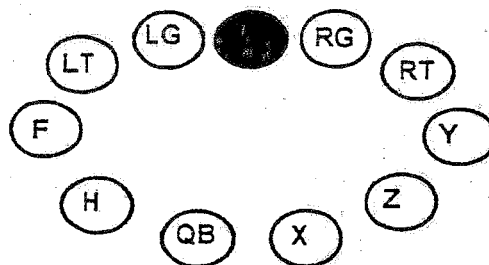
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## THE HUDDLE



1. The Center will be the first man to set up the huddle **seven** yards behind the ball. The huddle is oval so all can hear.
2. Remember, we have only 40 seconds to get a play started - We must save all the time possible by being efficient in our huddle.
3. Keep a consistent huddle - the shape and appearance is the responsibility of **each** man.
4. The QB does the talking - all others **listen!** The QB must talk straight out - not up in the air or down at the ground - See all your men.
5. Do not lean on other men in the huddle - Place your hands (not your elbows) on your knees.
6. If you do not hear the signal, call **check** - listen - Do not be a "checker" - look at the QB- See what you hear.
7. After giving the play number, the QB will say "**Ready**" then pause for "**Checks**" - then he will call "Break" - All clap hands which is the signal to break the huddle - **Jog away from the huddle! NEVER LOAF!**
8. The Center and Wide Receivers break the huddle when the snap count is given - **Move quickly to the line of scrimmage** - Sometimes you must cover a lot of distance - The QB must check coverage immediately. Wide Receivers don't cut through the huddle.
9. All linemen turn to the inside when running to offensive position - Halfback always cross behind the Fullback.
10. When sent in with information, get it to the QB - Do not leave the sidelines unless you thoroughly understand the information to be taken in.
11. A clock is located in the end zone, and in full view of the players. We will have 40 seconds / 25 seconds to get the ball in play.
12. Set the **TEMPO** with your huddle break. Get up and get set quickly!

## CADENCE

### I. Huddle

The play will be called by the QB in the following sequence:

1. **Formation:** (Formation, Adjust, Motion)
2. **Play:** Number of play (65 or 22 Z In)
3. **Give the snap count:** (First sound, On color, On 1, etc.)
4. **Pause momentarily:** (You must listen.) However, it is better to "check" than go to the line not knowing the play or snap count.
5. Give command **"Ready - Break"**
6. All clap hands, then jog to L.O.S.
7. Example of huddle call: **"Brown Rt - 65 - on 1- (Pause) - Ready - Break."**

### II. Cadence at the Line of Scrimmage

1. Everyone will assume designated stance. The Center will identify appropriate Linebacker and set last.
2. QB will look over defense and decide if a check off is necessary.
3. QB calls: "ready" - live or dead color and number (Pause by QB) "White 19 - White 19"
  - A. **Any shifting** of the backs, X, Y, or Z will be done on **"READY"** it is crucial that those involved in the shift get prealigned fast and with the correct posture!! The defense must think we might snap the ball from your prealigned position.
  - B. **Any motion or fly** will be started on the QB's heel. White 19 - (QB heel) - White 19
  - C. **Any shifting with motion or fly** - shift on "ready" - Motion and fly on QB heel.
  - D. The QB can call the live color during the cadence.
4. QB calls **"SET."** Continues cadence.
5. **Hut - Hut - Hut** (Non-rhythmic)
6. Example of call on L.O.S.  
**"READY" - "BLUE 35" - "BLUE 35" (PAUSE) "SET" - "HUT - HUT - HUT"**

### III. The QB may put the Team in Action in Four Ways

1. On **"1<sup>st</sup> sound"** Example: **"Pro"**
2. On **"COLOR"** Example: **"Ready - Blue"**
3. On **1,2,3** Example: **"Ready - Yellow 50 - Yellow 50 - Set - Hut, Hut, Hut"**
  - Hut - Hut - Hut (non-rhythmic)
  - QB's will try to pattern snap counts for consistency
4. Our snap count can be relayed at the L.O.S. by using code words (colors). These codes can also be used in our 2 Minute Offense and our No-Huddle Offense.

Example :

RED (MON)

"one"

WHITE (TUE)

"two"

BLUE (WED)

"three"

### IV. Trying for Penalty - 4<sup>th</sup> and Short (No Brainer)

This is a **situation** attempt to draw the defense offsides on a **"4<sup>th</sup> and Short"** situation in the **opponent's end** of the field. We will probably be in field goal range, close enough that a five yard "Delay of Game" penalty will not put us out of the field goal range.

We will send in our Short Yardage / Goal Line team in for the attempt.

These are the rules to follow:

1. The play in the huddle will be called "No Play on Infinity" (continuous snap count). The QB keeps the players in the huddle till 15 seconds remain on the "40 second" clock. Players must hustle to the L.O.S.
2. Line up as if we will run a play.
3. QB will call normal cadence - Using various emphasis on voice inflection (**Do Not** use any type of head bob.)
4. QB send Z in motion with heel. As Z approaches the opposite side of the formation, call normal cadence as though we are running a play.
5. QB remain motionless and continue cadence until "40 second" clock runs out (we will receive a 5 yd. Delay of Game penalty).
6. If a defender jumps offside, the Center will snap the ball. QB take the snap and run 10 Wedge (QB Sneak).
7. Everyone remain motionless until the referee blows the play dead.
8. QB do **not** pull away from the Center or call time out. Let the officials stop the play.

#### V. Jump Snap Count

Voice inflection by the QB ("**Pro**") in an attempt to draw the defense offside. No foul by the defense, QB restarts count and proceeds to count called in the huddle. Always go on "**ONE**" when we use Jump Snap Count.

#### VI. "OMAHA"

The QB may call "**Omaha**" as the offensive unit is breaking the huddle. This means the 40 sec. Clock is running down and we must get the ball snapped quickly. All players hustle to the LOS. Any motion called in the huddle is off and that player should align in what would be the finished formation. (ex. Huddle call Red Rt Slot ZM align in Red Rt.) The ball will be snapped on **1<sup>st</sup> sound**.

#### VII. "RAMBO"

The QB may call "**RAMBO**" at the LOS if an extended receiver / back is uncovered by the defense. The offense will freeze with linemen in two point stance. The ball is snapped on **1<sup>st</sup> sound**. We will use 374 (375 ) protection from one back sets and 354 (355) protection if two backs in the backfield. The uncovered receiver / back look at the QB, remain stationary, and the QB will take one step and throw at the receiver / back's upfield shoulder for a catch & run. Make sure the formation is legally set for one full count before the snap.

## QUARTERBACK CHANGING PLAY AT L.O.S

### CHECK-OFF SYSTEM

1. The approach to the use of audibles is as follows:
  - A. There will be situations by gameplan where the best way to take advantage of the defensive alignment will be with a check-off.
2. Color designated as **live** will be used as the check-off signal.
3. If the QB calls any other color than the live color, then the play called in the huddle will be run. The next number called will be a fake.
4. If the QB calls the live color, then the play called in the huddle is erased. The next number called will be the play run.
5. The QB can also use the live color and add in the huddle - **"Disregard the color"** - then call the designated live color at the Line of Scrimmage. The offense will disregard the live color and run the play called in the huddle. This will discourage anyone who might pick up the live color.
6. Check-off cannot be used if the play called in the huddle was designated to go on the **1<sup>st</sup> sound**. ("Easy")
7. **The snap count for all check-off plays will be on one.**
8. If the defense is shifting, it is imperative that several plays be run on the **1<sup>st</sup> sound**.
9. We will designate certain basic plays that can be run on 1<sup>st</sup> sound.
10. It is a good idea to go on 1<sup>st</sup> sound a few times early in the game. This keeps the defensive line off balance and makes it more difficult to stem their fronts.



## QUARTERBACK CALLING PLAYS AT LINE OF SCRIMMAGE

### **"CHECK WITH ME"**

1. Will be called in the huddle - - from the bench.
2. All "Check with Me" plays will be called on "one."
3. A formation will be called - - then **"Check With Me"** with play options.
4. The QB will have a minimum number of plays from which to select. They will be called according to defensive fronts or coverages.
5. Example of "check with me" call from the huddle would be:
  - A. **Brown Rt Slot - Check With Me - "65/24" - on 1.**
6. Any color can be used in cadence. Colors should be changed continuously.
7. The use of the "Check With Me" system will be dependent upon the specific opponent. Versus some teams, "Check with me" will not be part of the gameplan. Versus others, it will be used very extensively.

### **"ALERT" PLAYS**

1. The same play that can be run in the opposite direction. The qb will give an **"Opposite"** call if he wants to run the particular play the other way.
2. **"Alert"** plays will be called on "one"
3. example of "Alert" call from the huddle would be:
  - A. **Falcon Rt "Alert" - 32 Base - on 1**  
(if "opposite" is called at los we are running 33 Base!)
4. **"Alert Plays are the SAME PLAY with the opportunity to go the other direction!!**

## FORMATIONS, SUBSTITUTIONS AND MOTION

The ability to use multiple formations, substitutions and motion allows us to manipulate our opponent's defense to our advantage. The key to this type of flexibility is to fully understand our formation system. In order to do this each player must understand our base formation, then be able to apply the multiple variations to them.

### A. Base Formation Rules:

1. Type of backfield set is usually called first.
  - a. Red Split alignment
  - b. Brown HB weak alignment
  - c. Blue HB strong alignment
  - d. I I alignment
  - e. Strong I alignment - FB set strong
  - f. Weak I alignment - FB set weak

**\*Change** - Huddle call telling backs to exchange alignments and responsibility.

2. Direction of TE (Y) is given in every formation (Right / Left)
3. X aligns opposite the direction called. Z aligns to the same side as the TE (Y) (Except slot or when told otherwise)

Example: Red Right  
TE (Y) to right

Backs in Red alignment  
Z aligns to right  
X aligns on L.O.S. to the left

Example : Red Right Slot

Same as above except Z aligns in slot  
between weak tackle and X.

**\*Switch** - Huddle call telling WR's to exchange alignments and responsibility.

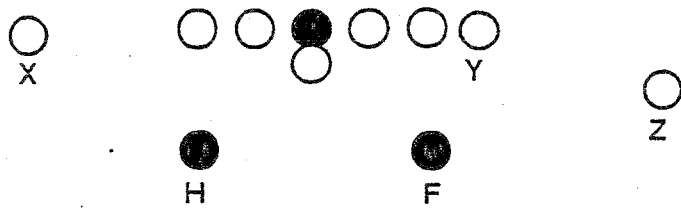
### PERSONNEL GROUPS

1. 00	0-Backs	0-TE	5-WR
2. 01	0-Backs	1-TE	4-WR
3. 02	0-Backs	2-TE	3-WR
4. 10	1-Back	0-TE	4-WR
5. 11	1-Back	1-TE	3-WR
6. 12	1-Back	2-TE	2-WR
7. 13(z)	1-Back	3-TE	1-WR
8. 20	2-Backs	0-TE	3-WR
9. 30	3-Backs	0-TE	2-WR
10. 21	2-Backs	1-TE	2-WR
11. 22 (z)	2-Backs	2-TE	1-WR
12. 23	2-Backs	3-TE	0-WR
13. 100	1-Back	0-TE	4-WR (SUB)
14. 200	2-Backs	0-TE	3-WR (SUB)

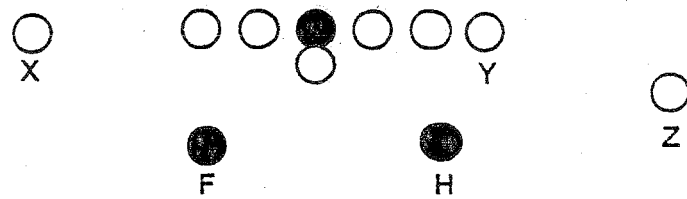
\*22 = EXTRA TE FOR WR PLAYS X (AUTOMATIC TITE ALIGNMENT)

22Z = EXTRA TE FOR WR PLAYS Z (AUTOMATIC CLOSE ALIGNMENT)

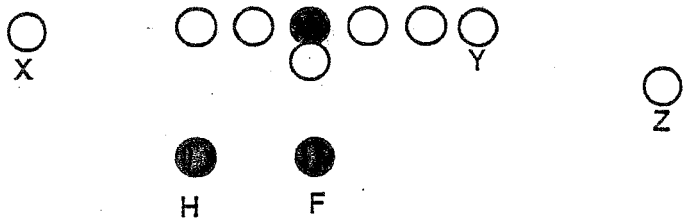
# BASIC BACKFIELD SETS



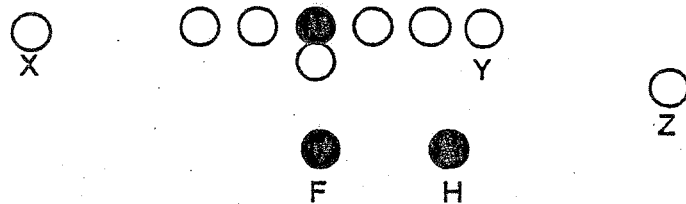
RED RIGHT



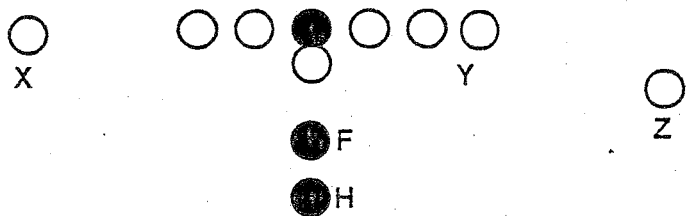
CHANGE RIGHT



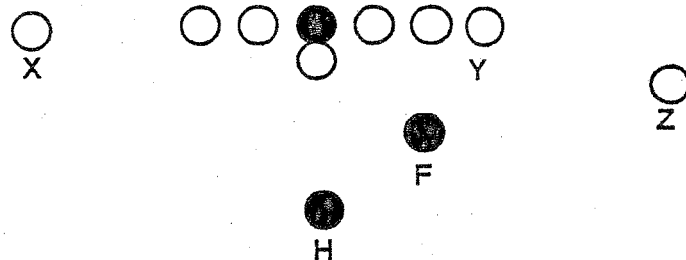
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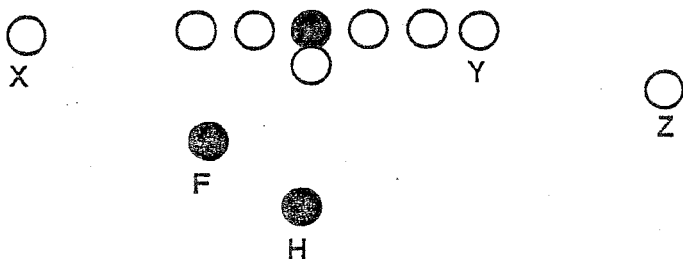
BLUE RIGHT



I RIGHT

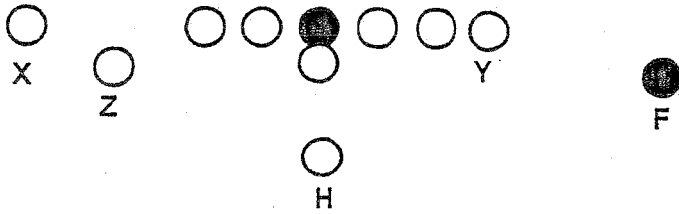


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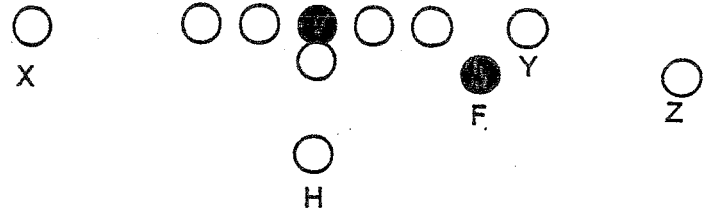


WEAK RIGHT

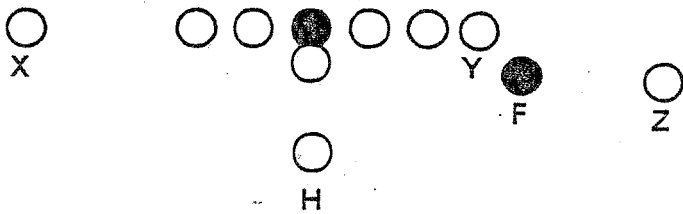
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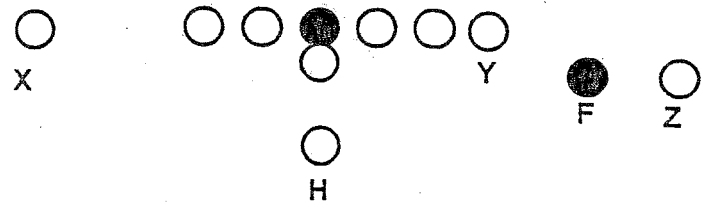
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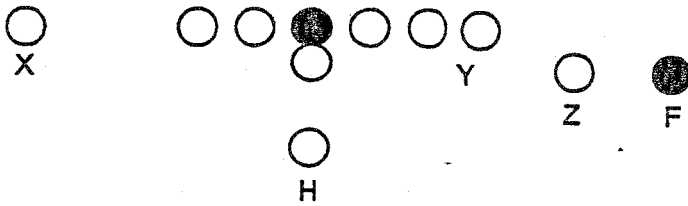
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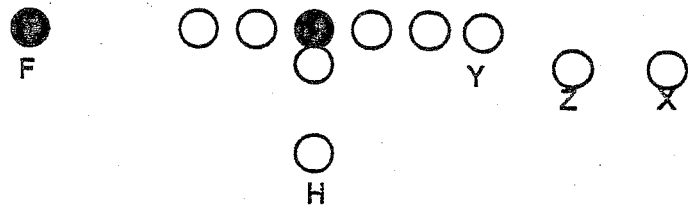
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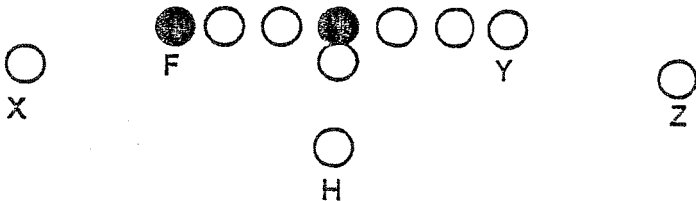
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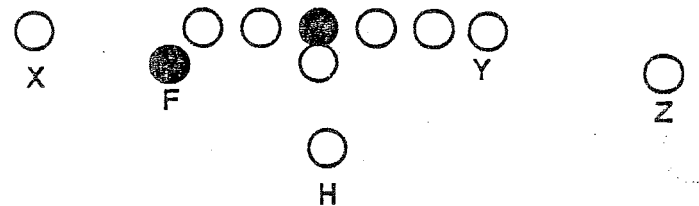
FLANK RIGHT



FLOAT RIGHT

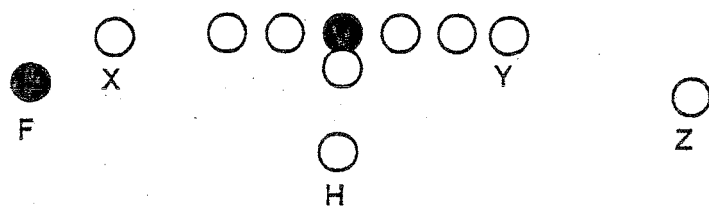


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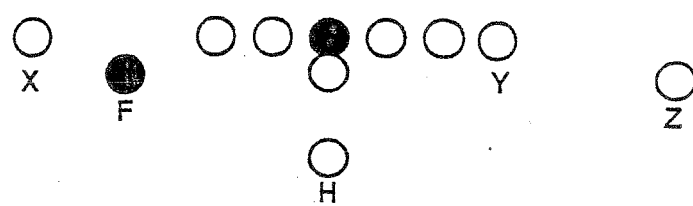


FOY RIGHT

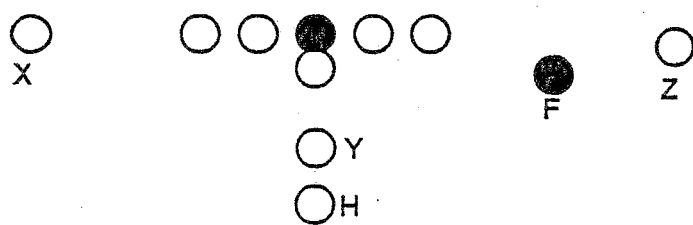
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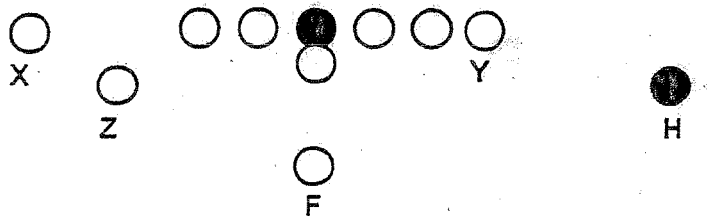


FIX RIGHT

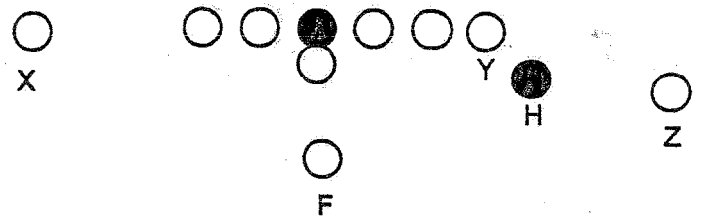


FLOP RIGHT

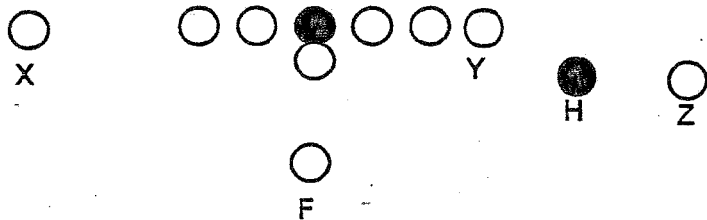
# H ALIGNMENTS



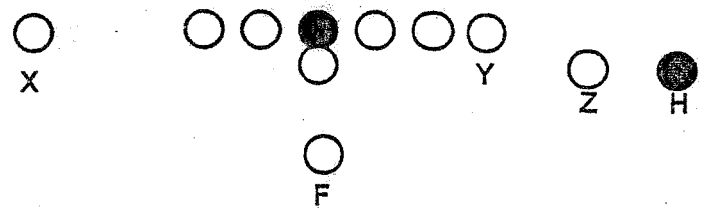
HAWK RIGHT



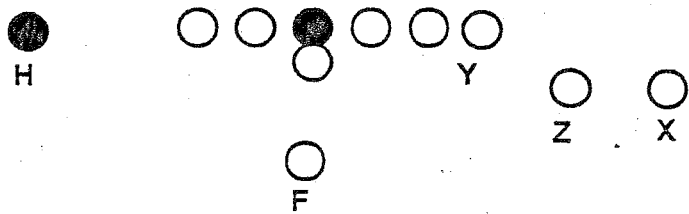
HIP RIGHT



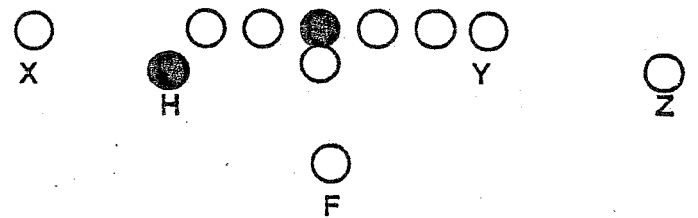
HIDE RIGHT



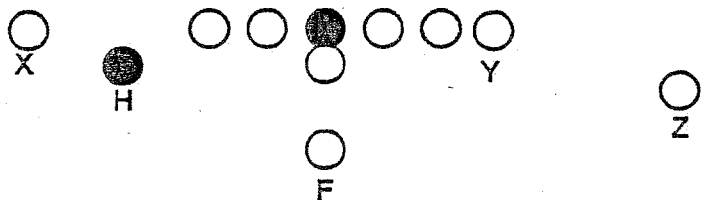
HEAVY RIGHT



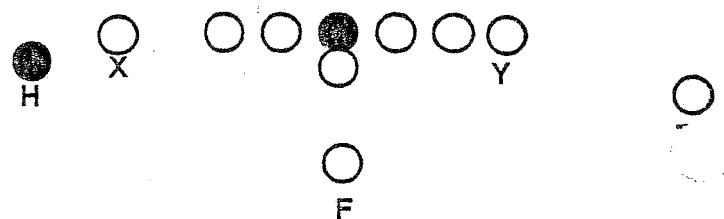
HAMMER RIGHT



UP RIGHT

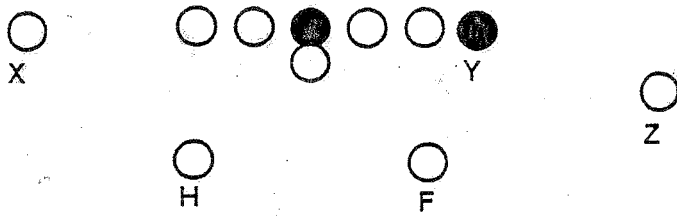


HALF RIGHT

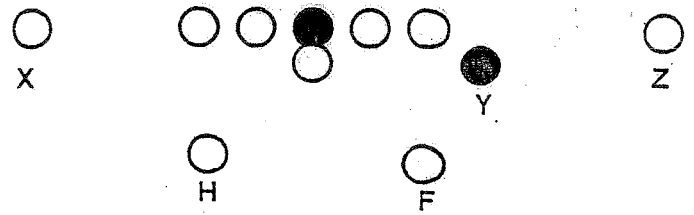


SPLIT RIGHT

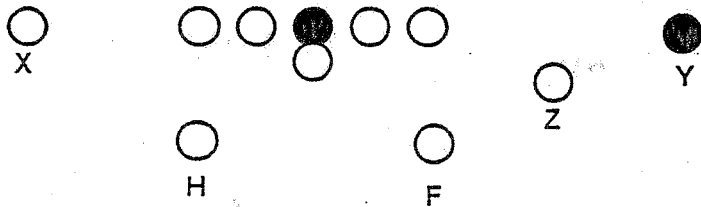
# TE (Y) ALIGNMENTS



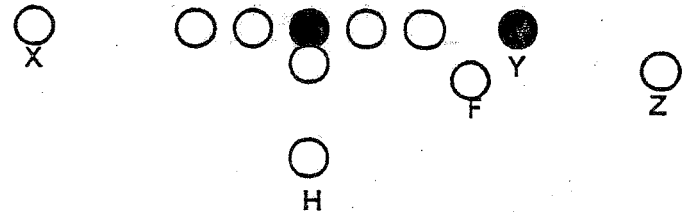
RED RIGHT



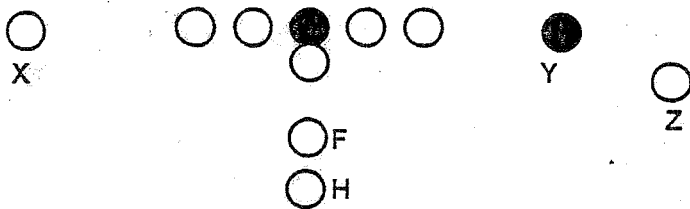
RED RIGHT OFF



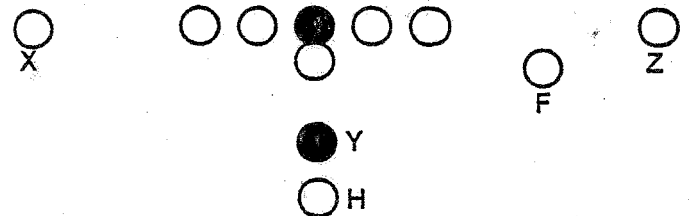
RED RIGHT YOZ



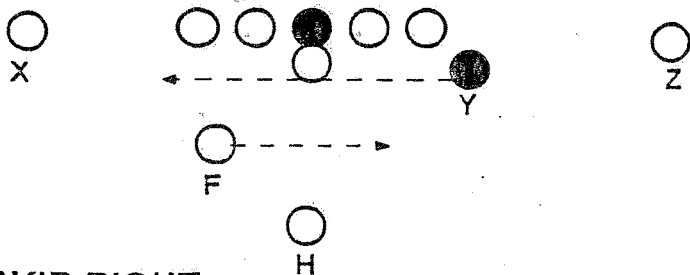
FLEX RIGHT



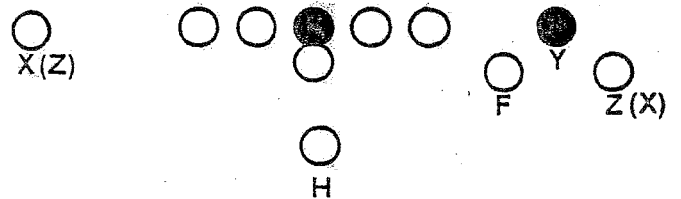
I RIGHT OPEN



FLOP RIGHT



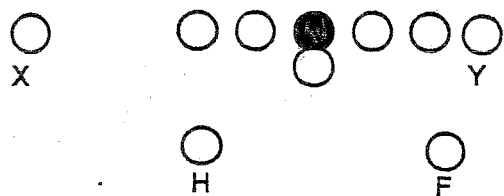
SKIP RIGHT



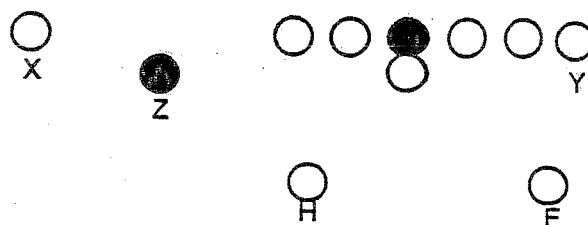
BUNCH (BUZZ) RIGHT

\*\*\* Z ALIGNS TO THE CALL (Y) EXCEPT IN:  
SLOT/TWIN  
BUZZ  
"SWITCH"

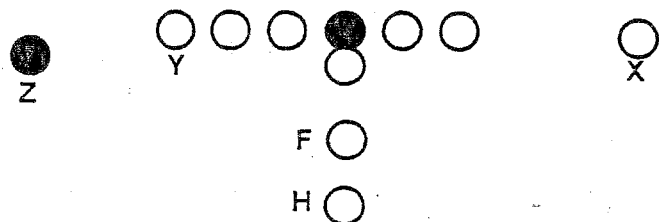
## Z ALIGNMENTS



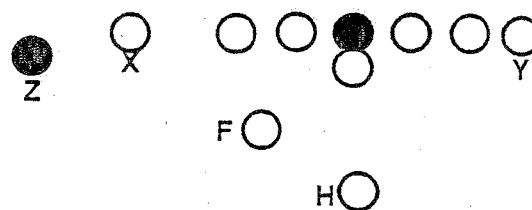
RED RIGHT



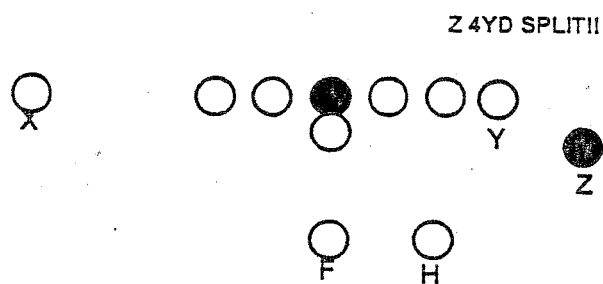
RED RIGHT SLOT



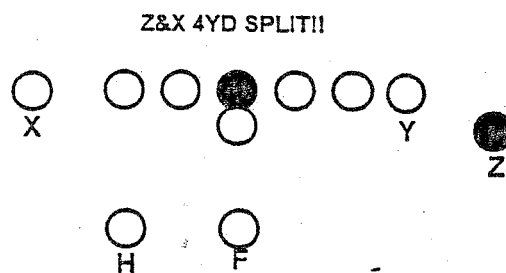
I LEFT



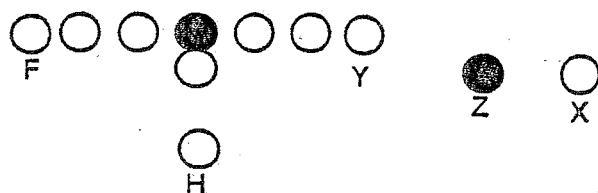
WEAK RIGHT TWIN



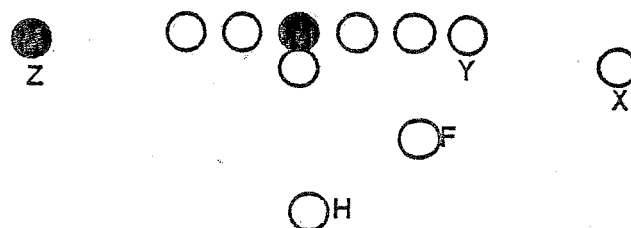
BLUE RIGHT CLOSE



BROWN RIGHT NASTY



FALCON RIGHT EXTRA

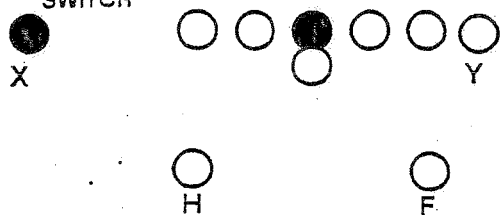


STRONG RIGHT SWITCH

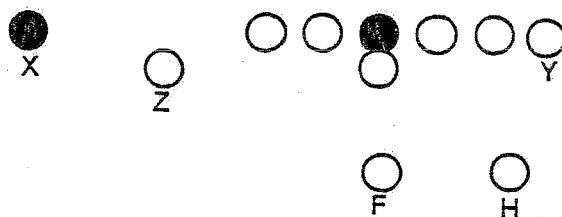


\*\*\* X ALIGNS OPPOSITE CALL (Y)  
EXCEPT IN:  
FALCON EXTRA  
FALCON TRIO  
HAMMER/FLOAT  
BUZZ  
"SWITCH"

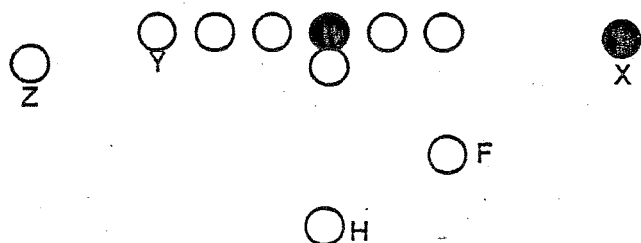
## X ALIGNMENTS



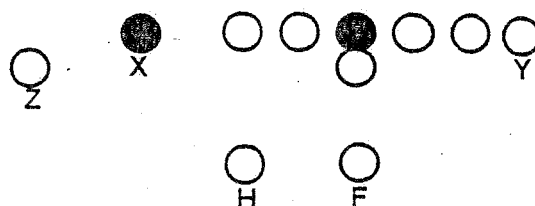
RED RIGHT



BLUE RT SLOT

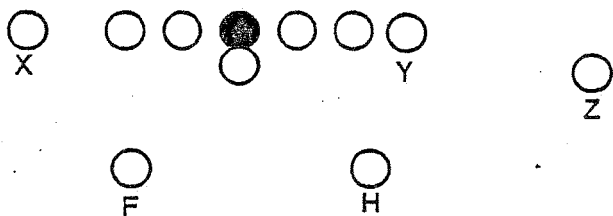


WEAK LEFT



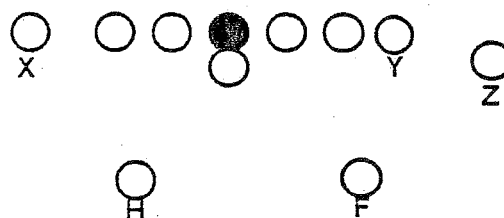
BROWN RT TWIN

X 4YD SPLIT!!

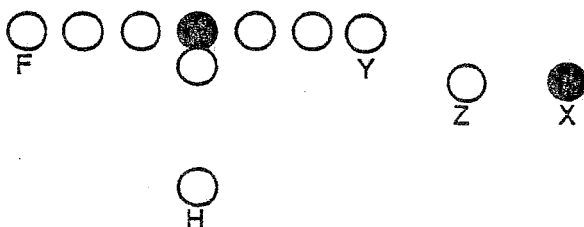


CHANGE RIGHT TARE

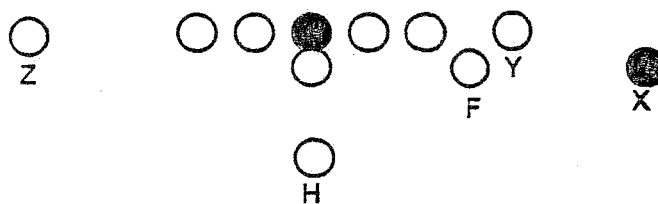
X&Z BOTH 4 YD SPLIT!!



RED RIGHT NASTY



FALCON RIGHT EXTRA



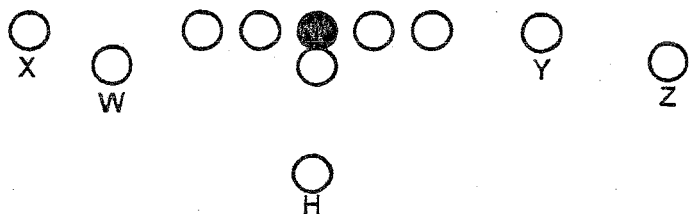
FLEX RIGHT SWITCH



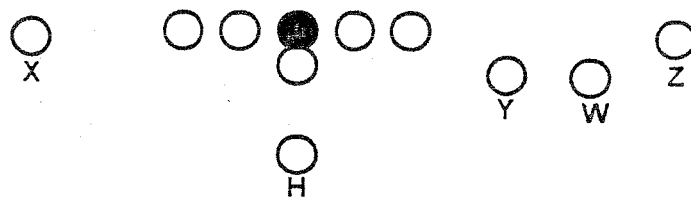
# **NY Giants**

## **Personnel/Formations**

# 10 (100) FORMATIONS

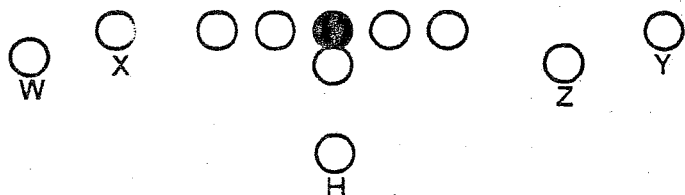


DOUBLE RT

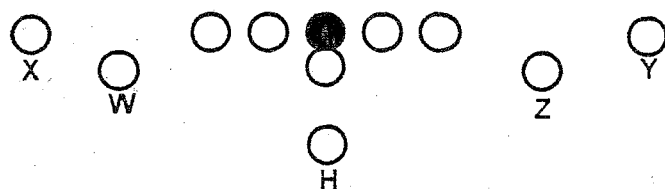


TRIPS RT

\*\*\* "W" USES F ALIGNMENT RULES!!

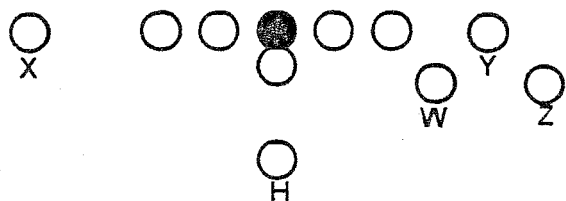


FAR RT YOZ



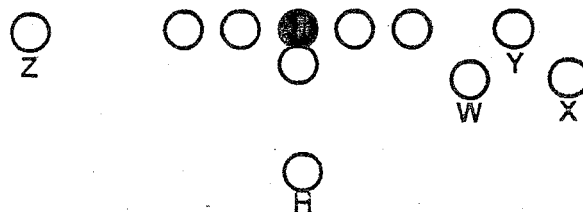
DOUBLE RT YOZ

\*\*\*\* "W" USES F ALIGNMENT RULES!!

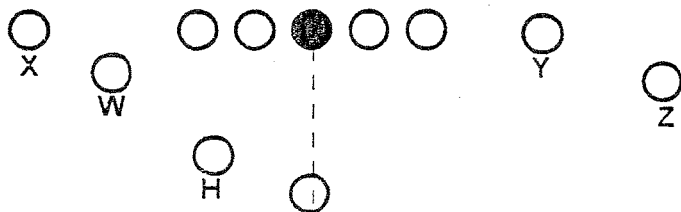


BUNCH RT

\*\*\*\* "W" USES F ALIGNMENT RULES!!

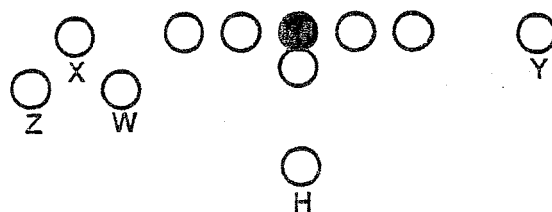


BUZZ RT



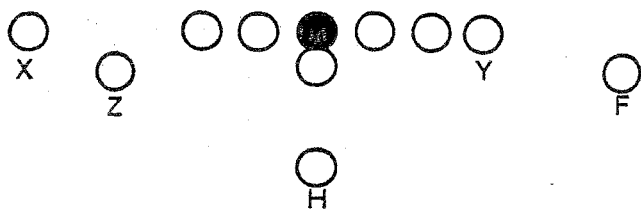
DOUBLE RT (100 PERS = SUB)

\*\*\*\* "W" USES F ALIGNMENT RULES!!

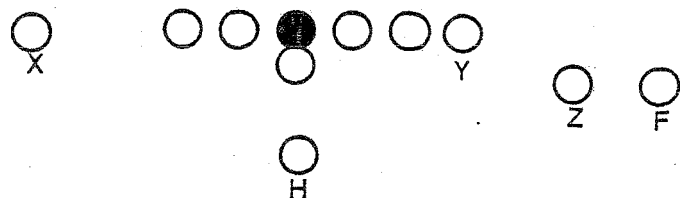


CLUSTER RT OPEN

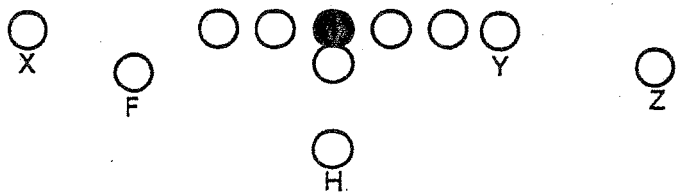
# 11 PERS. FORMATIONS



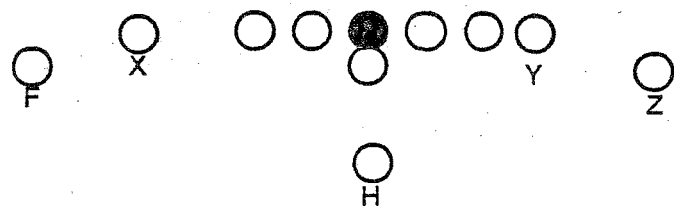
FULL RT



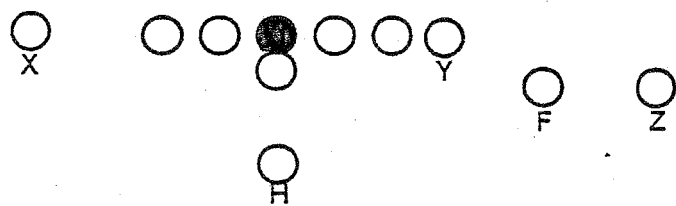
FLANK RT



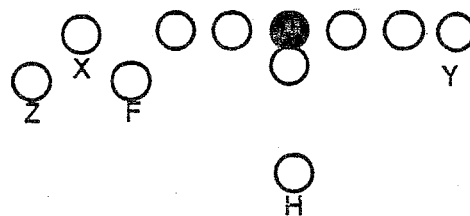
FIX RT



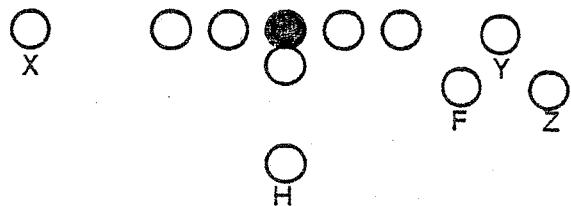
FAR RT



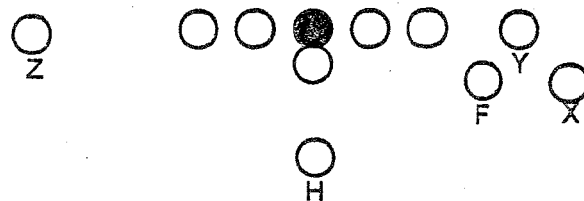
FIN RT



CLUSTER RT

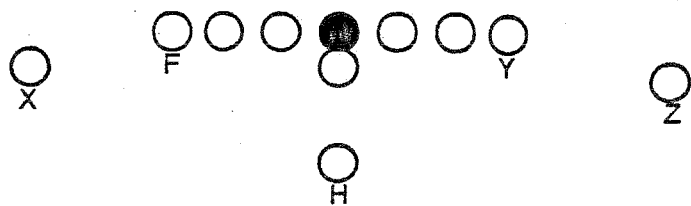


BUNCH RT

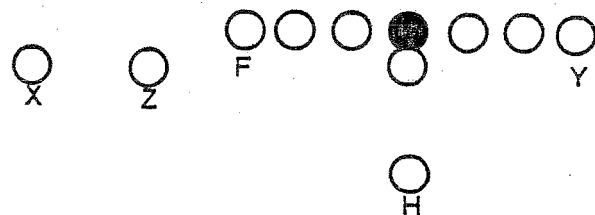


BUZZ RT

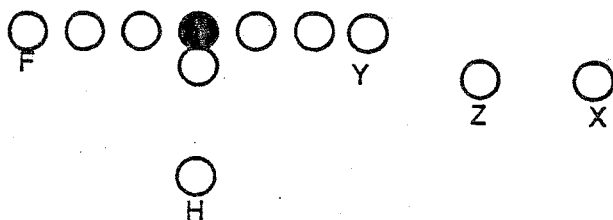
# 12 PERS. FORMATIONS



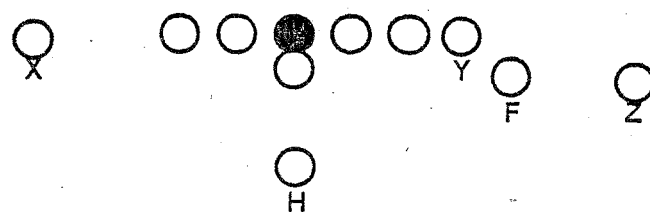
FALCON RT



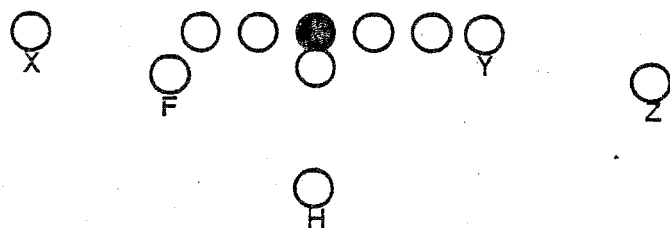
FALCON RT SLOT



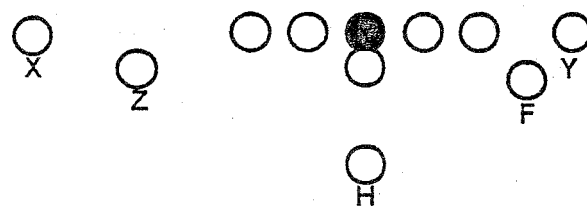
FALCON RT EXTRA



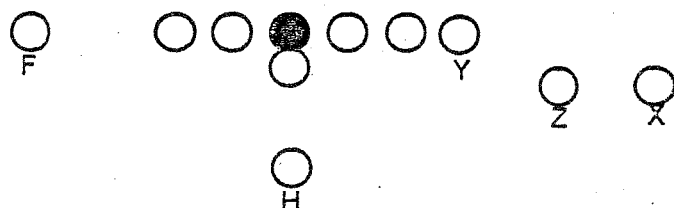
FLOOD RT



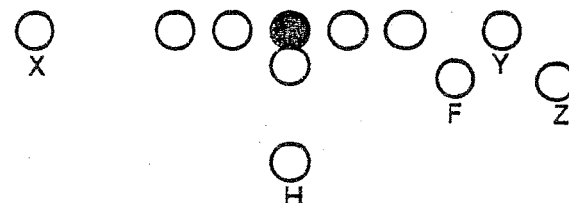
FOX RT



FLEX RT SLOT



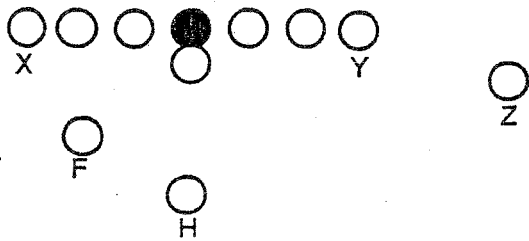
FLOAT RT



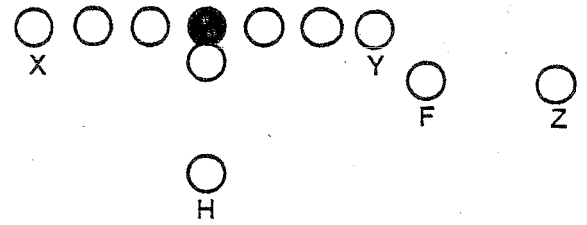
BUNCH RT

# 13 & 13Z FORMATIONS

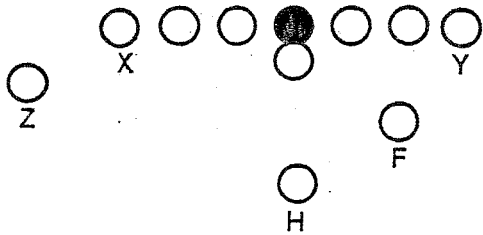
13 PERS.



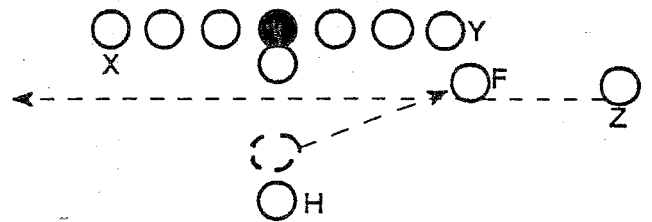
WEAK RT



FLOOD RT

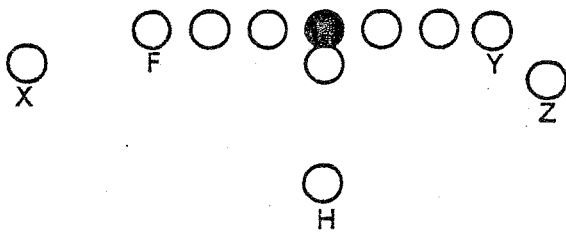


STRONG RT TWIN

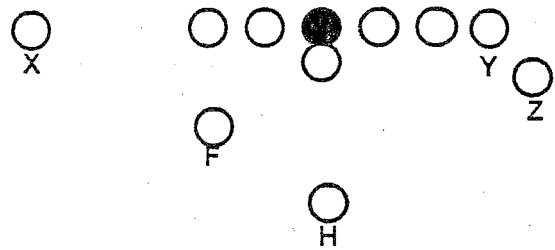


JUMP FLOOD RT Z FLY

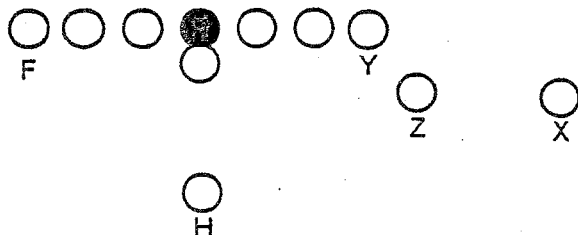
13Z PERS.



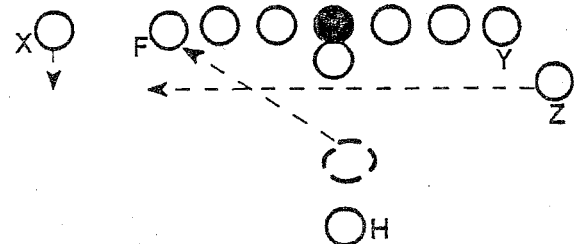
FALCON RT CLOSE



WEAK RT CLOSE

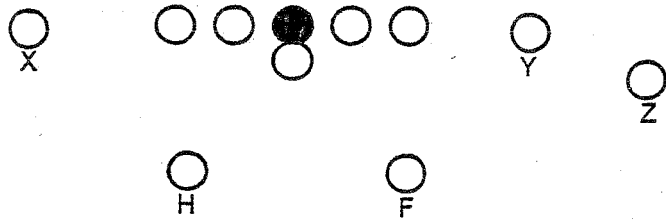


FALCON RT CLOSE EXTRA

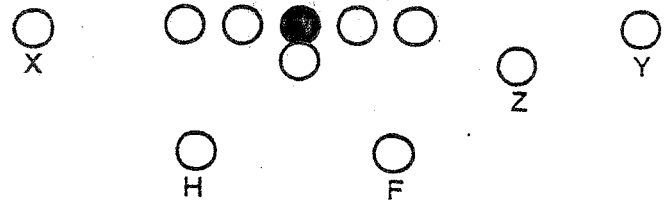


JUMP FALCON RT CLOSE Z FLY

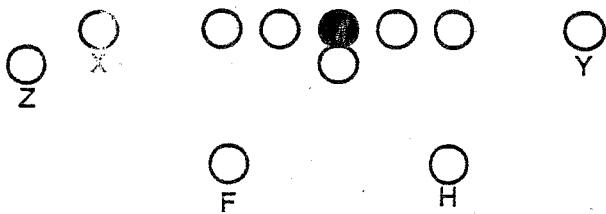
# 20 (200) FORMATIONS



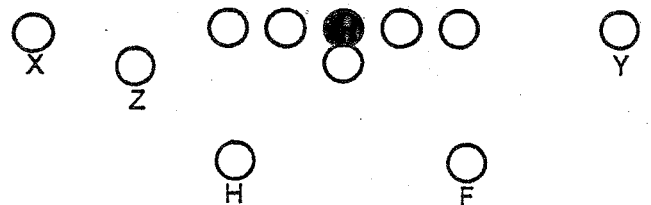
RED RT



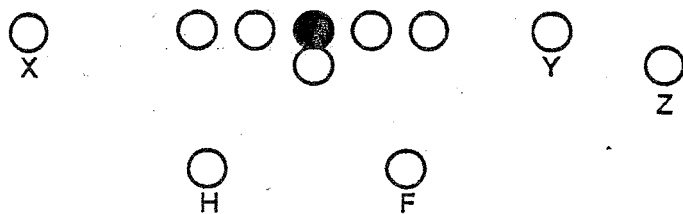
RED RT YOZ



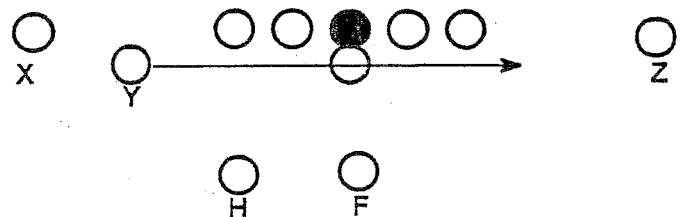
RED RT TWIN



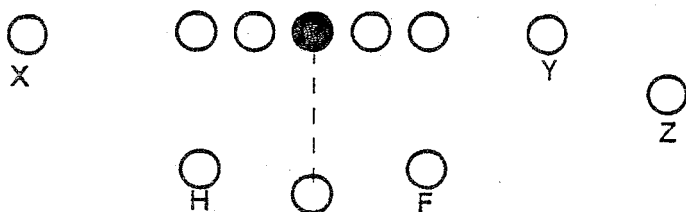
RED RT SLOT



C HANGE RT



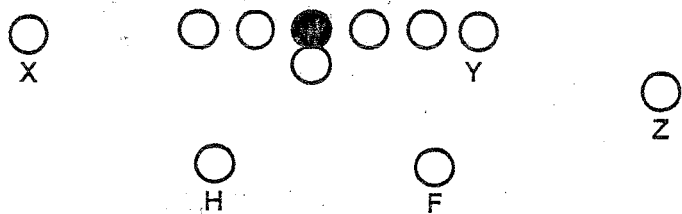
BROWN RT Y OPPOSITE



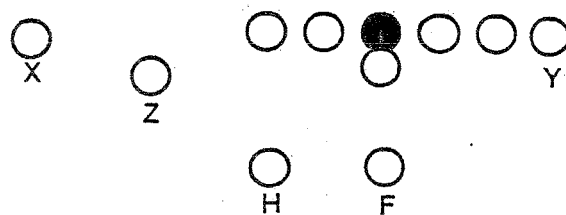
RED RT (200 PERS = SUR)



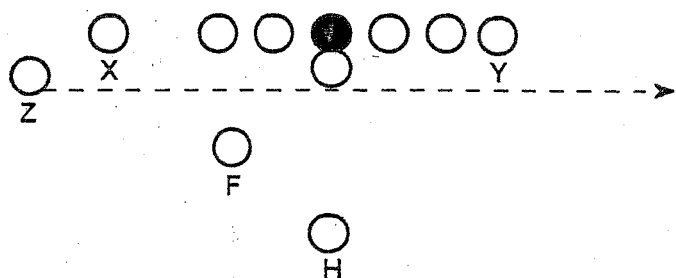
# 21 PERS. FORMATIONS



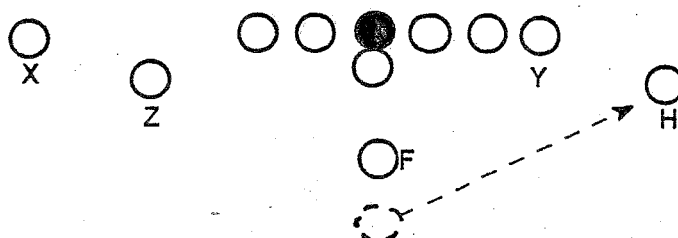
RED RT



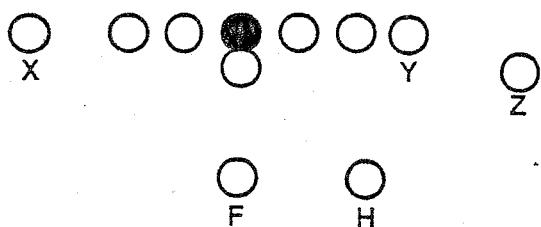
BROWN RT SLOT



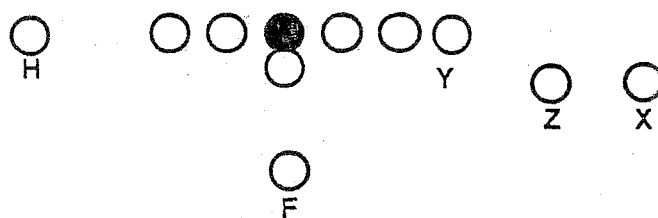
WEAK RT TWIN Z MOTION



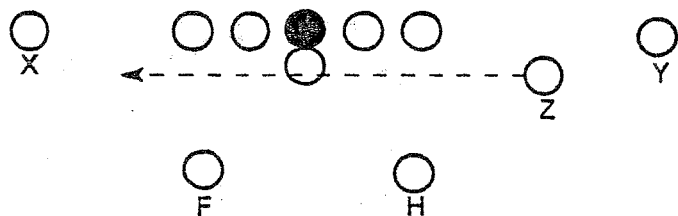
HB JUMP HAWK RT



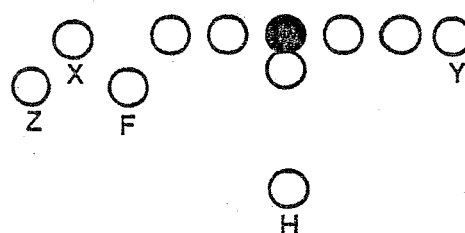
BLUE RT NASTY



HAMMER RT



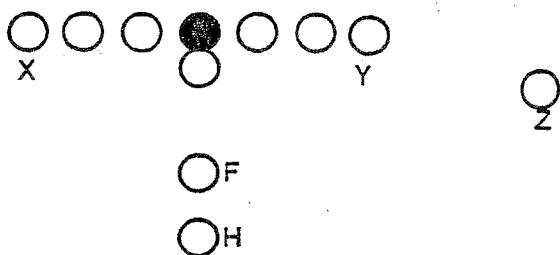
CHANGE RT YOZ Z FLY



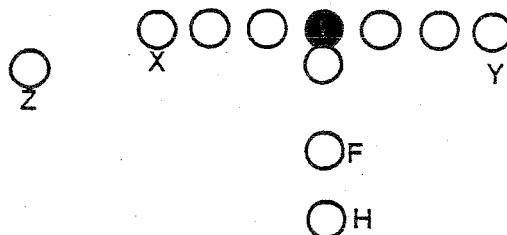
CLUSTER RT

22 PERS.

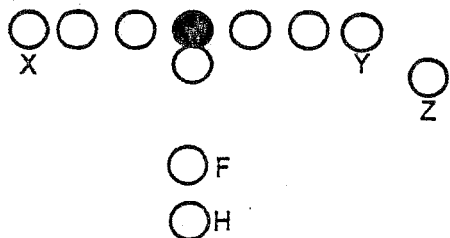
22 & 22Z FORMATIONS



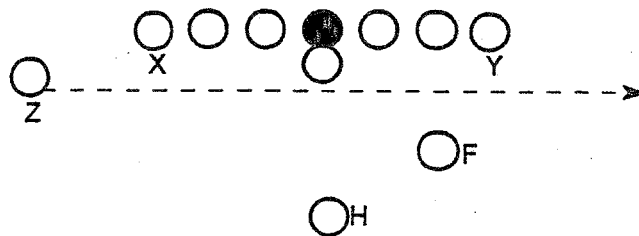
I RT



I RT TWIN

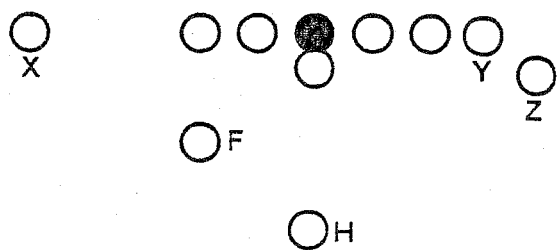


I RT CLOSE

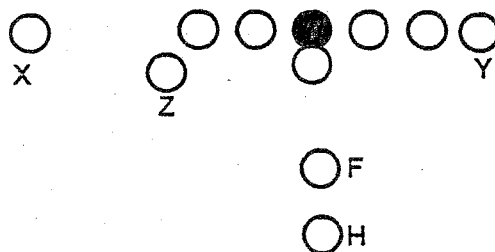


STRONG RT Z OPPOSITE

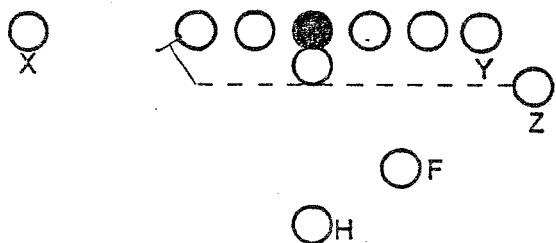
22 Z PERS.



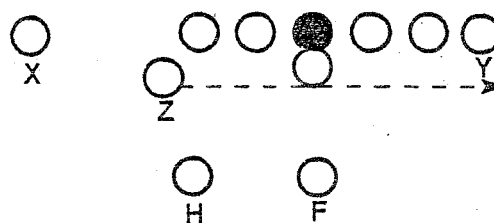
WEAK RT CLOSE



I RT SLOT

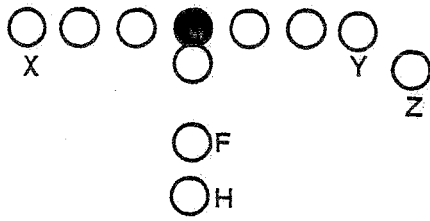


STRONG RT CLOSE Z FLY TYPE

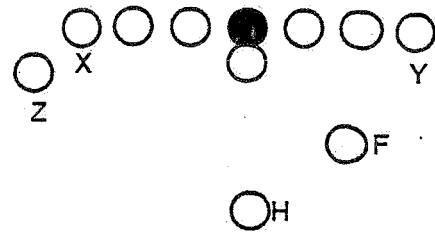


BROWN RT SLOT Z MOTION

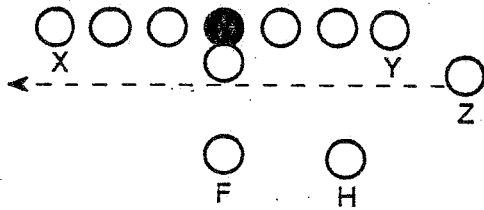
# 23 PERS. FORMATIONS



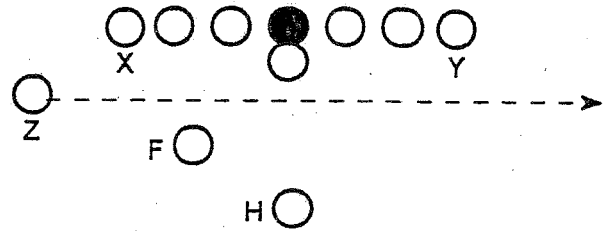
I RT



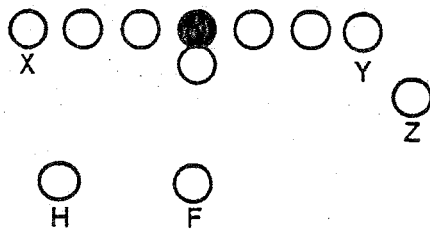
STRONG RT TWIN



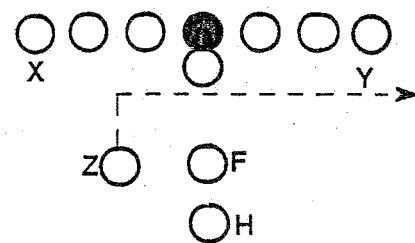
BLUE RT Z FLY



WEAK RT Z OPPOSITE



BROWN RT



ZOOM I RT

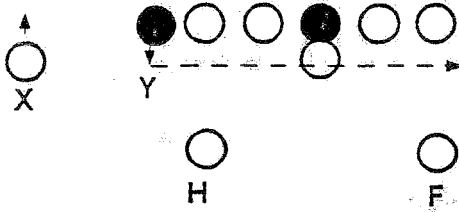


**NY Giants**  
**Motion Package**

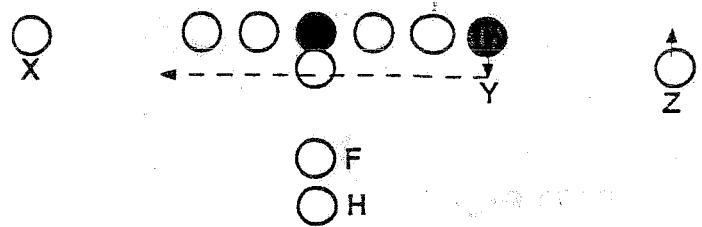
MOTION TERMS (all positions)

"FLY"	Movement away from TE (Y).
"MOTION"	Movement toward TE (Y).
"PEEL"	Motion toward the ball past center to butt of far guard and return to initial alignment.
"DIVIDE"	Inside motion towards the ball. Ball will be snapped designated by play.
"FLY TITE"	Motion away from TE to seal backside.
"PEEL TITE"	Motion toward the ball and return away from TE to seal backside.
"DIVIDE TITE"	Motion in towards the ball to seal backside.
"OPPOSITE"	Motion starting in a position opposite of the formation called in the huddle.

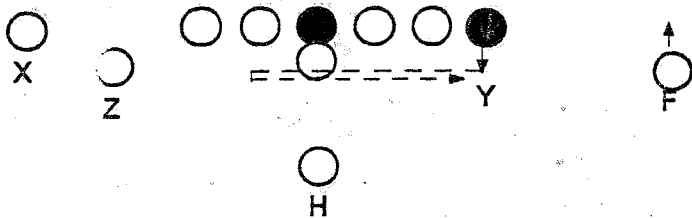
# TE (Y) MOTIONS



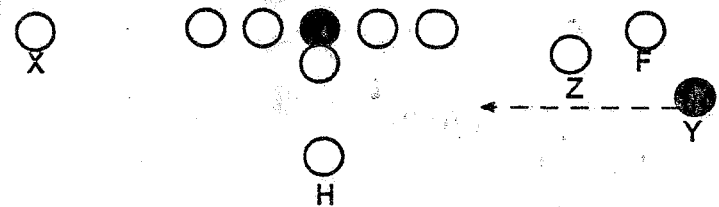
RED RIGHT  
Y OPPOSITE



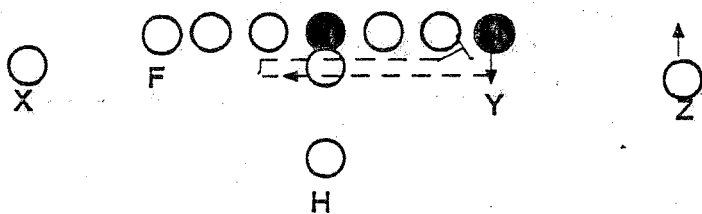
I RIGHT  
Y FLY



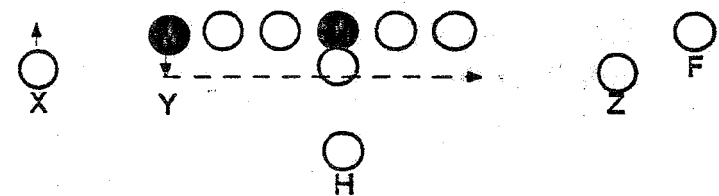
FULL RIGHT  
Y PEEL



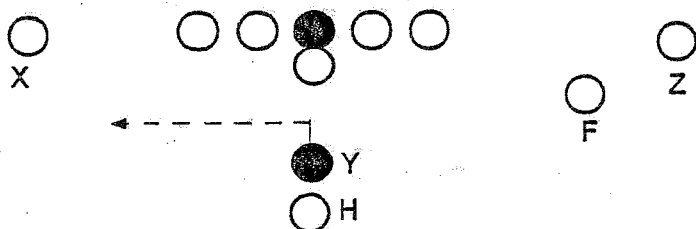
FLANK RIGHT  
Y DIVIDE



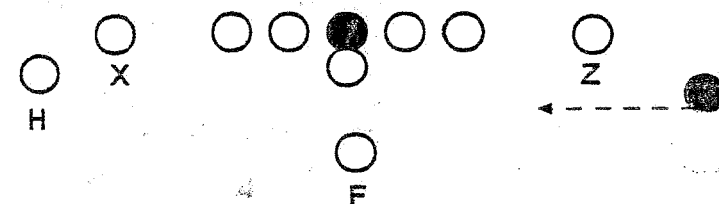
FALCC V RIGHT  
Y PEEL TITE



FLANK RIGHT  
Y OPPOSITE

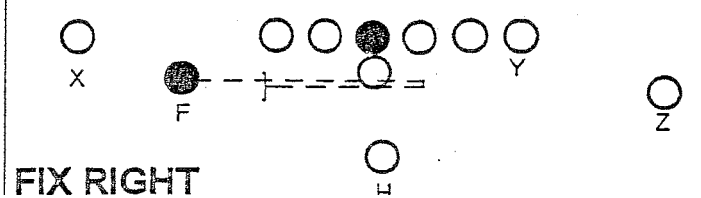
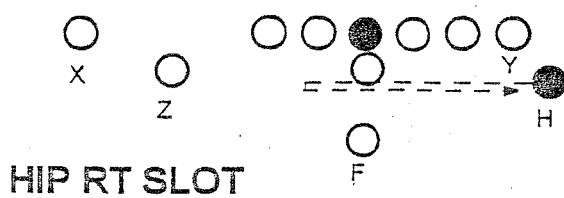
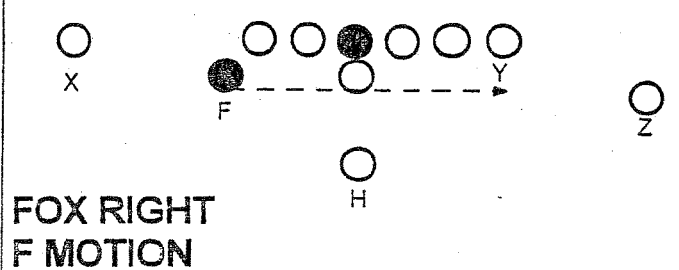
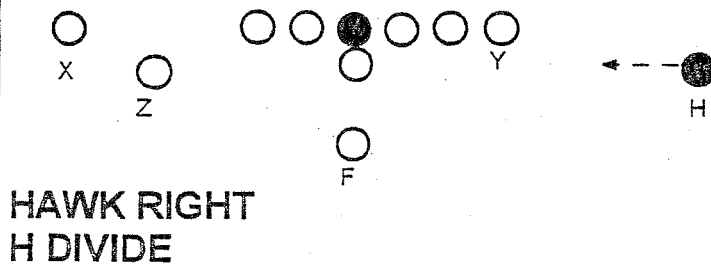
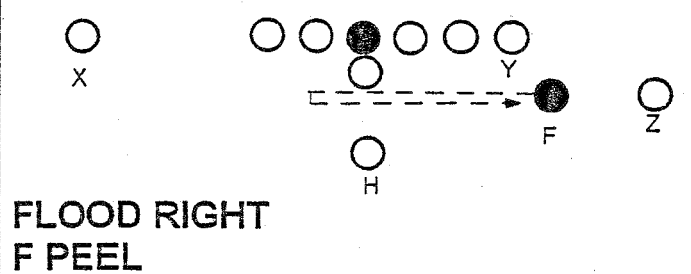
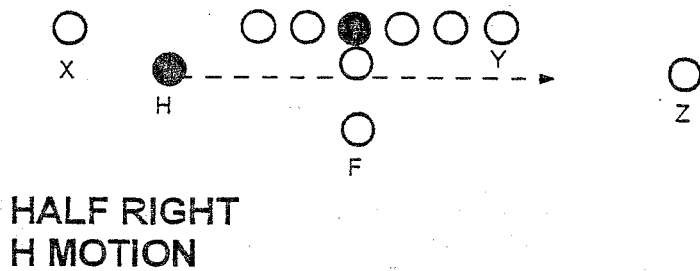
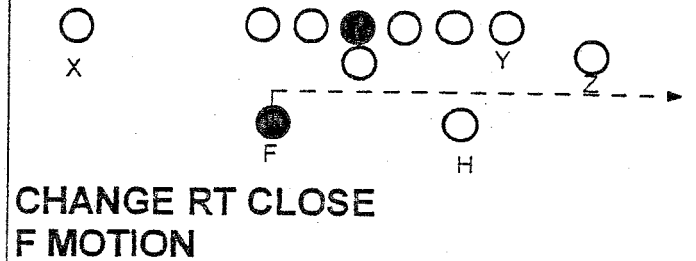
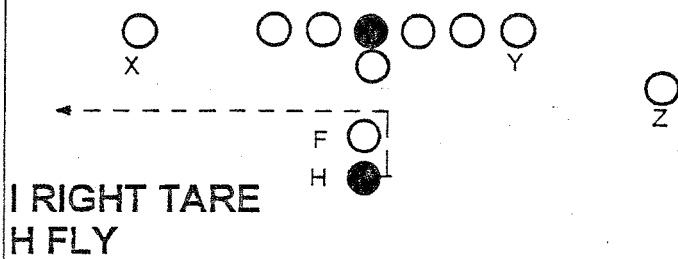
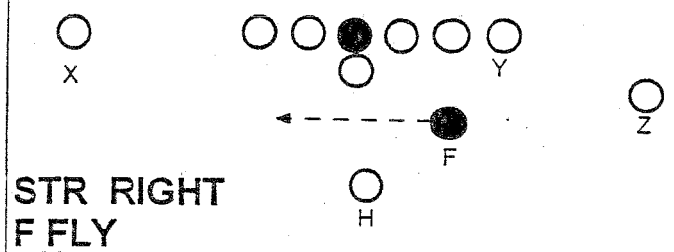
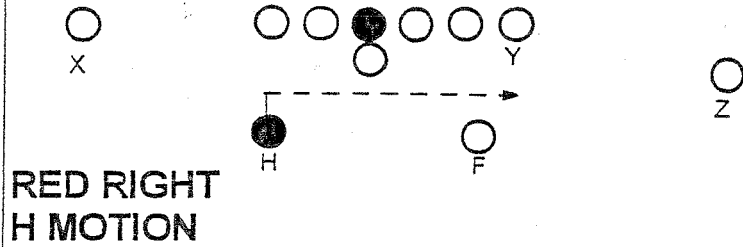


FLOP RIGHT  
Y FLY



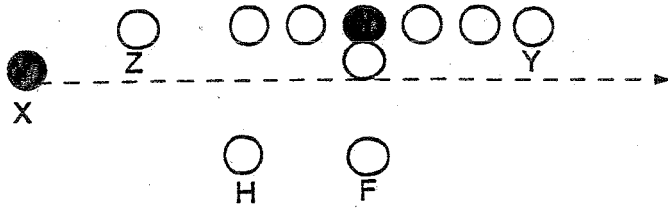
SPLIT RT YOZ  
Y DIVIDE

# H AND F MOTIONS

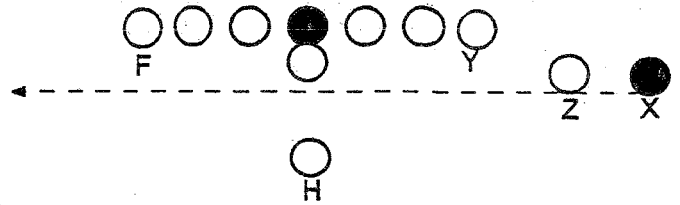




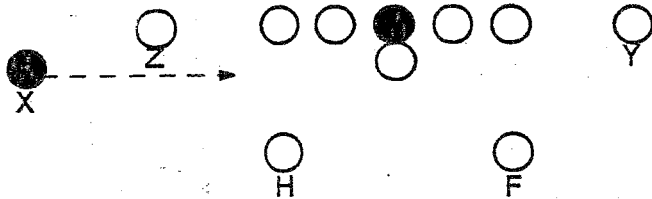
# X MOTIONS



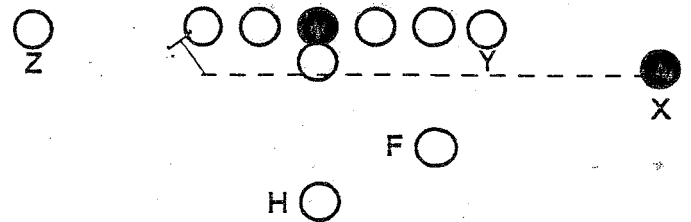
BROWN RIGHT SLOT  
X MOTION



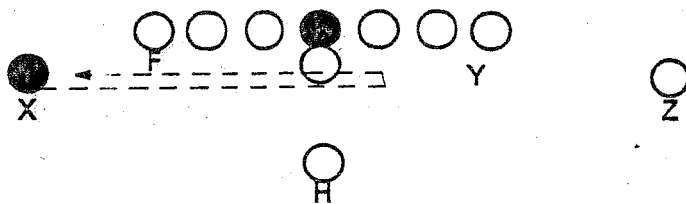
FALCON RIGHT EXTRA  
X FLY



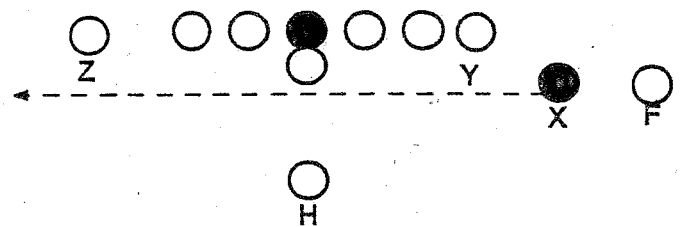
RED RIGHT SLOT OPEN  
X DIVIDE



STRONG RIGHT SWITCH  
X FLY TITE

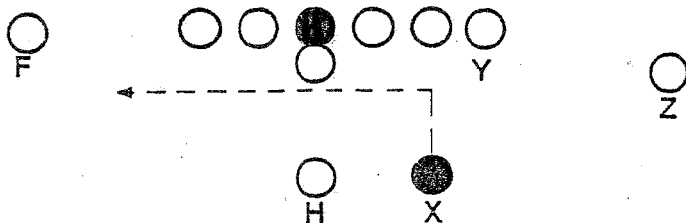


FALCON RIGHT  
X PEEL



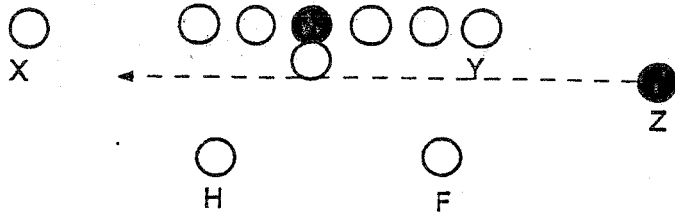
FULL RT  
X OPPOSITE

EXON PUTS X IN BACKFIELD  
AND MOVES HIM TO FORM. CALLED!!

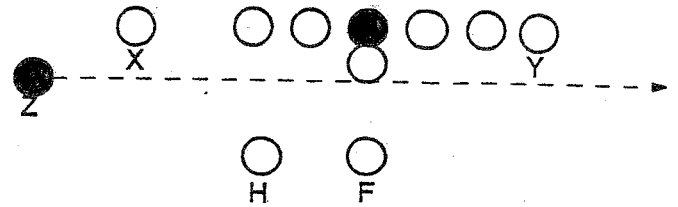


EXON  
FAR RIGHT

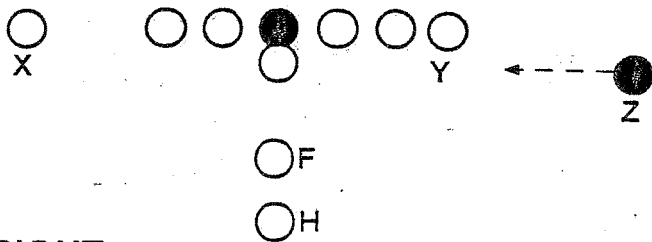
# Z MOTIONS



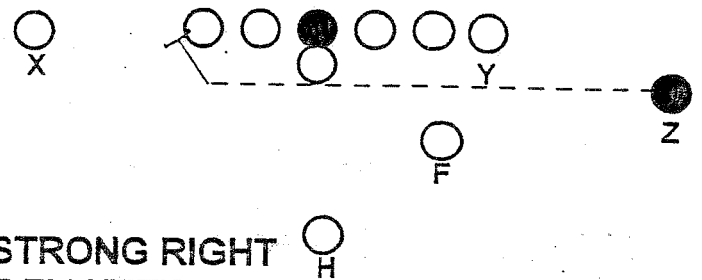
RED RIGHT  
Z FLY



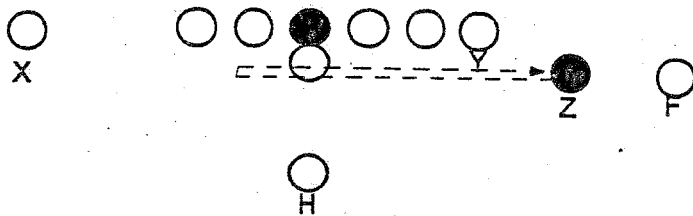
BROWN RIGHT TWIN  
Z MOTION



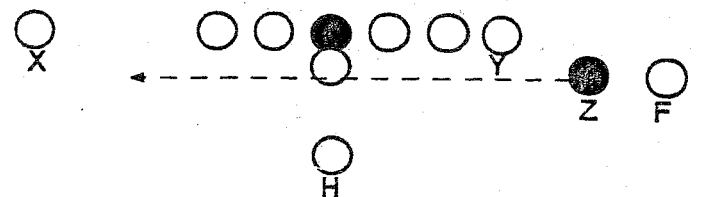
I RIGHT  
Z DIVIDE



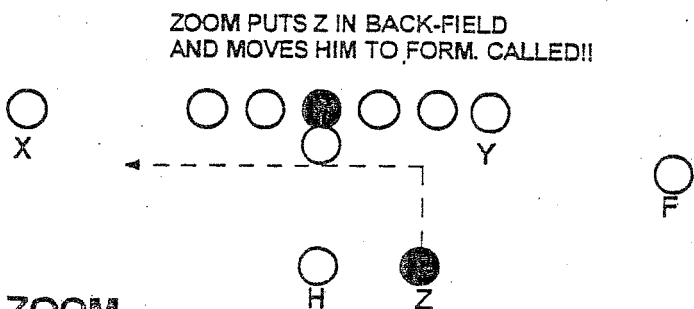
STRONG RIGHT  
Z FLY TITE



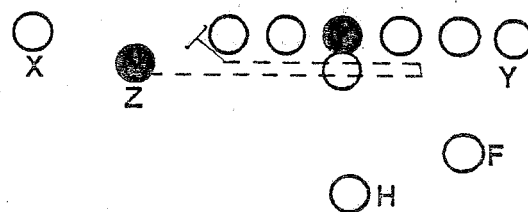
FLANK RIGHT  
Z PEEL



FULL RIGHT  
Z OPPOSITE



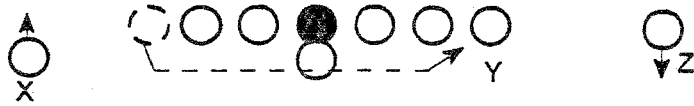
ZOOM  
FULL RIGHT



STRONG RIGHT SLOT

**NY Giants  
Shift Package**

# SHIFT PACKAGE



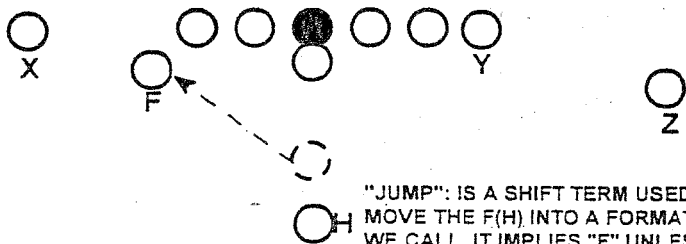
"LEAP" BROWN RT

"LEAP": STARTS THE Y(TE) OPPOSITE OF STRENGTH CALL AND SIMPLY "LEAPS" HIM ACROSS TO CALLED POSITION!! (IMPORTANT TO DIRECT Z OFF LOS!!)



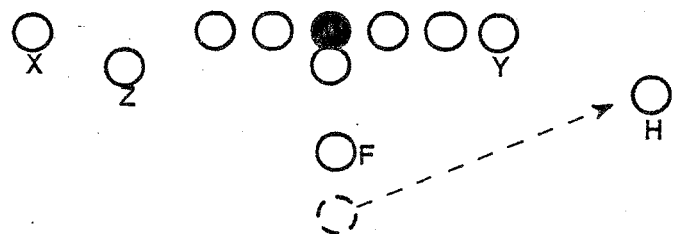
"LURK" I RT

"LURK": IS THE EXACT SAME SHIFT AS LEAP ONLY Y(TE) GIVES THE ILLUSION HE IS COMING ACROSS IN MOTION. AFTER PASSING TACKLE HE SIMPLY SHIFTS BACK ON LOS!!

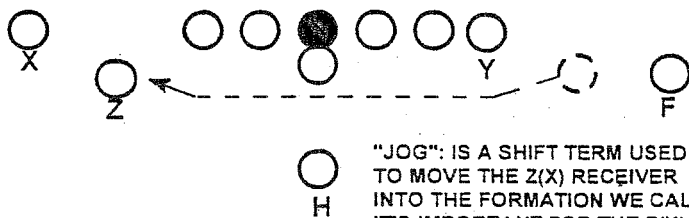


"JUMP" FOX RT

"JUMP": IS A SHIFT TERM USED TO MOVE THE F(H) INTO A FORMATION WE CALL. IT IMPLIES "F" UNLESS WE TAG "HB"!! WE CAN EASILY "JUMP" F(H) FROM OUTSIDE BACK IN BY GAME PLAN.

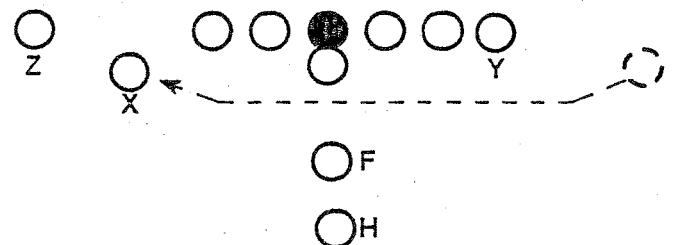


HB "JUMP" HAWK RT

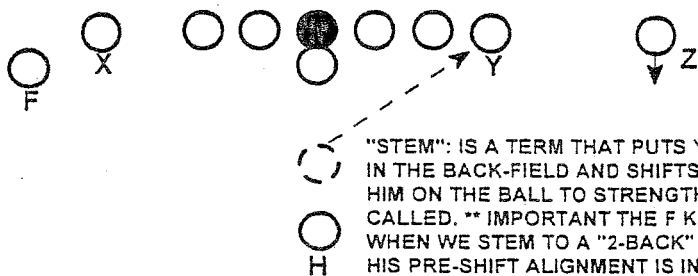


"JOG" FUL RT

"JOG": IS A SHIFT TERM USED TO MOVE THE Z(X) RECEIVER INTO THE FORMATION WE CALL. IT'S IMPORTANT FOR THE Z(X) TO ALIGN OPPOSITE THE CALL SO HIS SHIFT WILL ALWAYS CHANGE THE STRENGTH. "JOG" IMPLIES Z UNLESS WE TAG "X".

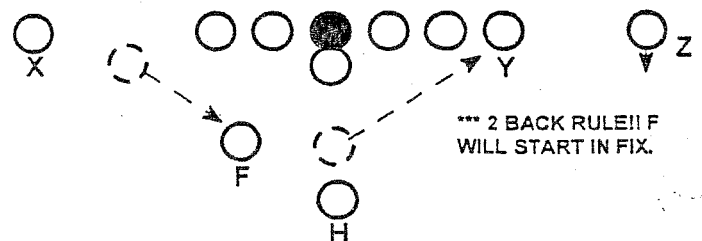


X "JOG" I RT TWIN



"STEM" FAR RT

"STEM": IS A TERM THAT PUTS Y(TE) IN THE BACK-FIELD AND SHIFTS HIM ON THE BALL TO STRENGTH CALLED. \*\* IMPORTANT THE F KNOWS WHEN WE STEM TO A "2-BACK" SET HIS PRE-SHIFT ALIGNMENT IS IN THE FIX POSITION!! ALL OTHER SETS HIS RULE WILL BE TO ALIGN IN THE FORMATION CALLED.

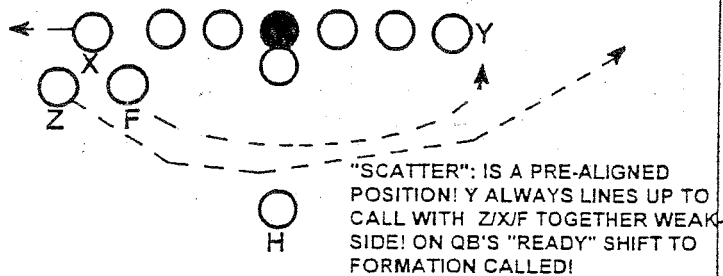


"STEM" WEAK RT

\*\*\* 2 BACK RULE!! F WILL START IN FIX.

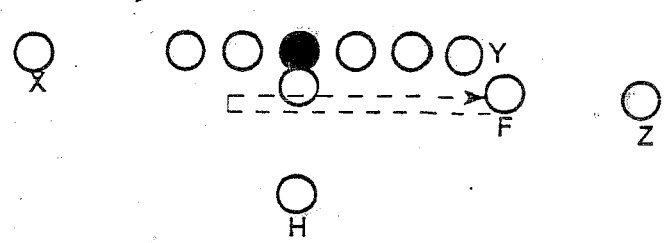
# SHIFT PACKAGE CONT...

BEFORE



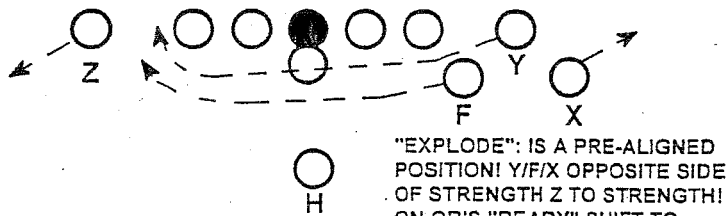
"SCATTER" FLOOD RT F PEEL

AFTER



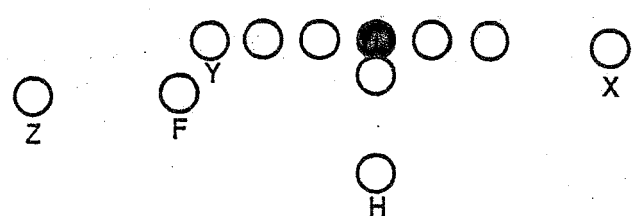
"SCATTER" P.S.A. LOOKS LIKE CLUSTER

BEFORE



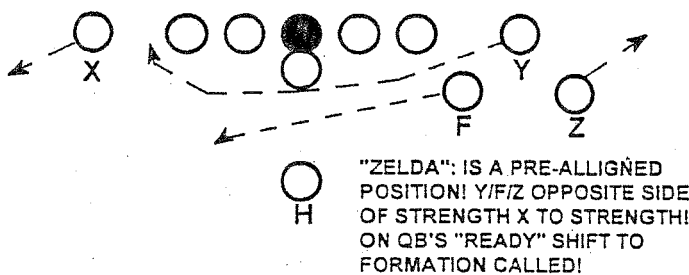
"EXPLODE" FLOOD LT

AFTER



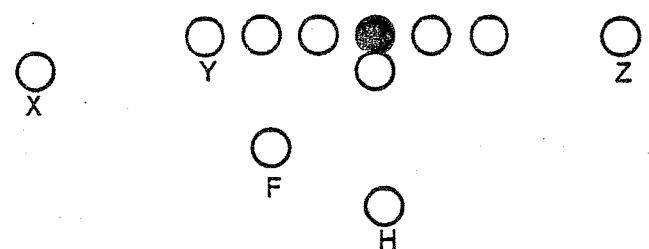
"EXPLODE" P.S.A. LOOKS LIKE BUZZ

BEFORE



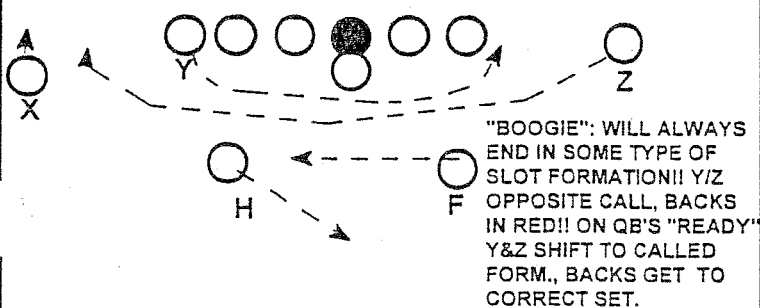
"ZELDA" STRONG LT

AFTER



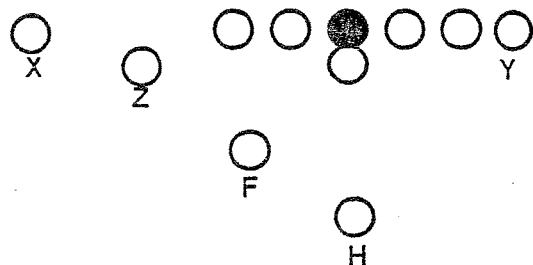
"ZELDA" P.S.A. LOOKS LIKE BUNCH

BEFORE



"BOOGIE" WEAK RT SLOT

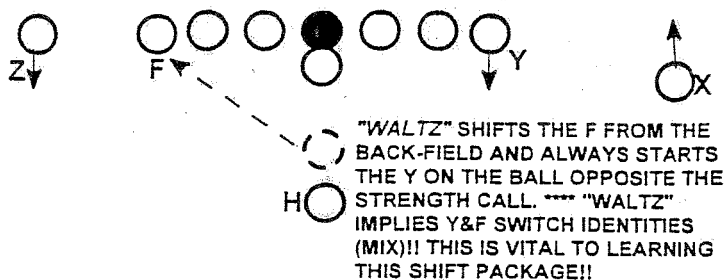
AFTER



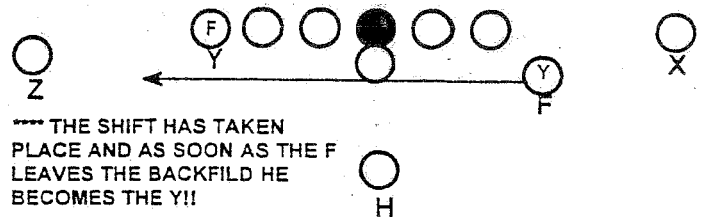
# SHIFTS CONT....

BEFORE

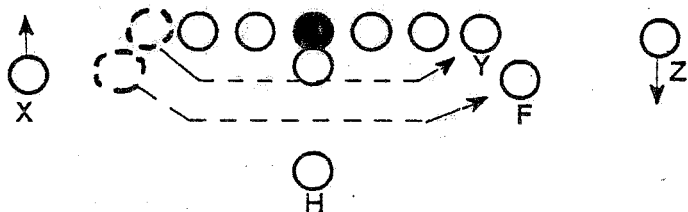
AFTER



"WALTZ" FALCON LT F MOTION



"SHIFT TO: IS USED AS OUR CATCH ALL FOR WEEK TO WEEK GAME PLAN SHIFTS THAT WE WANT TO INCLUDE IN OUR GAME PLAN!!



Y&F "SHIFT TO" FLOOD RT.

## PERSONNEL CODES

### FRONT:

S	Sam, strongside outside LB aligned to TE side
M	Mike, strongside inside LB in 30 front, inside LB in 40 front
B	Buc, weakside inside LB in 30 front.
W	Will, weakside outside LB aligned to open side.
WB	Weak LB designated in "sub".
SB	Strong LB designated in "sub".
N	Nose tackle in 30 front.
T	Defensive tackle in 40 front.
E	Defensive end in 30 or 40 front.

### COVERAGE:

C	Cornerback
SS	Strong safety aligned to TE side.
FS	Free safety aligned opposite the SS.
DB	Extra DB aligned strong designated in "sub".
SUB	Extra DB aligned over W, designated in "sub".

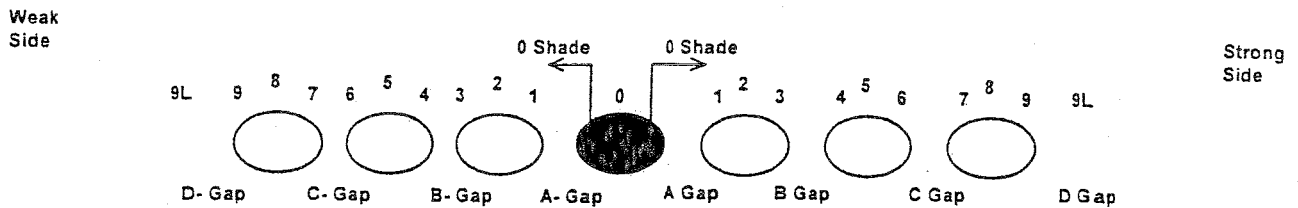




## **Defensive Fronts**

## RECOGNITION BY ALIGNMENT

Every offensive player must be able to recognize different alignments and shades that defensive players use.



*Examples of shades on alignments*

- "0" "0" technique plays nose-up on the center or off L.O.S.
- "0 shade" "0 shade" technique aligns on either eye or shoulder of the center.
- "A" gap "A" gap technique plays in the center/guard gap to the TE.
- "A-" gap "A-" gap technique plays in the center/guard gap away from the TE.
- 1 1 technique aligns inside eye or shoulder of the guard.
- 2 2 technique aligns nose-up (head-up) on the guard.
- 3 3 technique aligns outside eye or shoulder of guard
- "B" gap "B" gap technique aligns in the guard/tackle gap to the TE.
- "B-" gap "B-" gap technique aligns in the guard/tackle gap away from the TE.
- 4 4 technique aligns on inside eye or shoulder of the tackle.
- 5 5 technique aligns nose-up (head-up) on the tackle.
- 6 6 technique aligns outside eye or shoulder of the tackle
- "C" gap "C" gap technique aligns in the tackle/tight end gap to the TE side.
- "C-" gap "C-" gap technique aligns in the tackle gap away from the TE.
- 7 7 technique aligns inside eye or shoulder on the TE.
- 8 8 technique aligns nose-up (head-up) on the tight end.
- 9 9 technique aligns outside eye or shoulder on the tight end.
- 9L 9L technique aligns wide or outside the tight end and can be aligned on or off the L.O.S.

# RULE INTERPRETATION & BLOCKING CALLS

## RULE INTERPRETATION

Our rule interpretation involves two methods:

1. Numbering the defensive players -- "0", "1", "2", "3", "4".
2. Describing the defensive position -- This involves recognition on the lineman's part. This is extremely important as this is how we will make LINE CALLS. There is no hard & fast rule to cover every situation, and it will be through recognition that we change the blocking scheme at the LOS.

## DEFENSIVE FRONT IDENTIFICATION

The Center will alert the team to the defensive front by making an "ODD", "EVEN", "CUB", "OVER", or "UNDER" call. The man on him will be counted as "0". We will then count each defensive player to the RIGHT and then each defensive player to the LEFT. You will then count the man that is aligned ON or OVER you! A nose tackle that aligns in the center-guard gap will be referred to as "0".

## NUMBERING

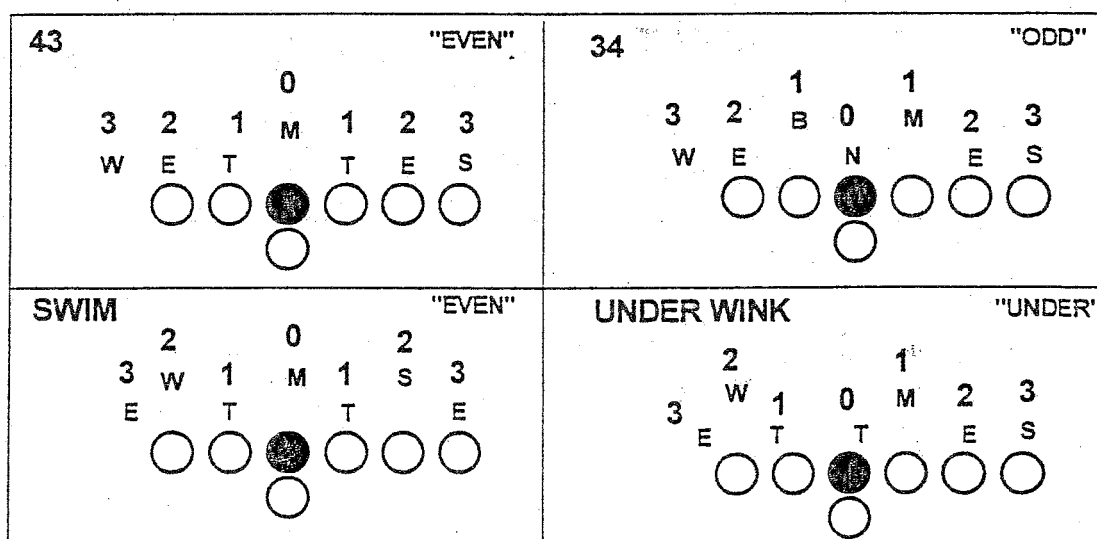
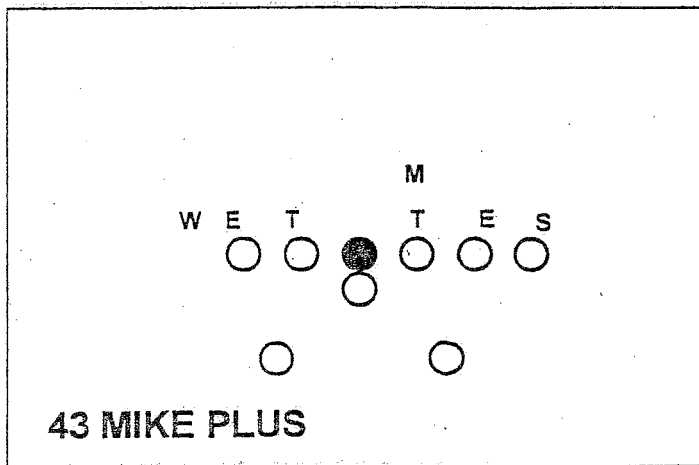
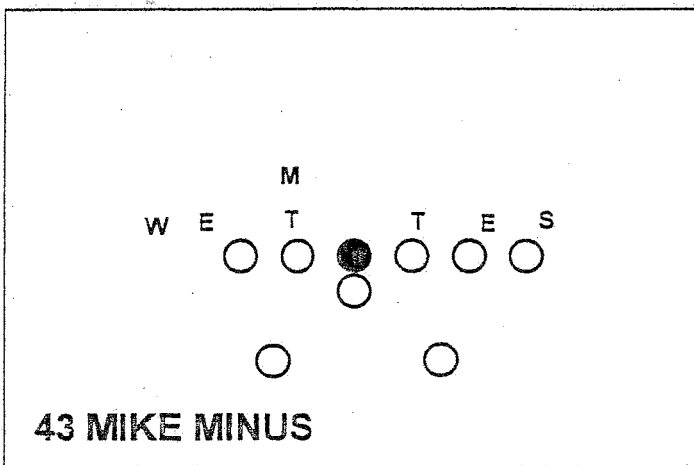
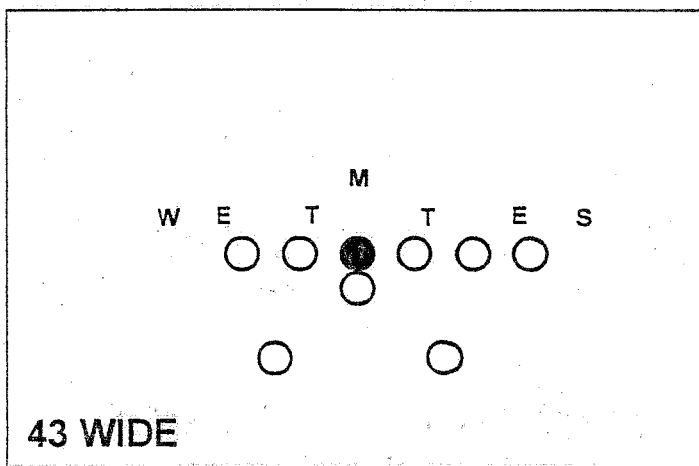
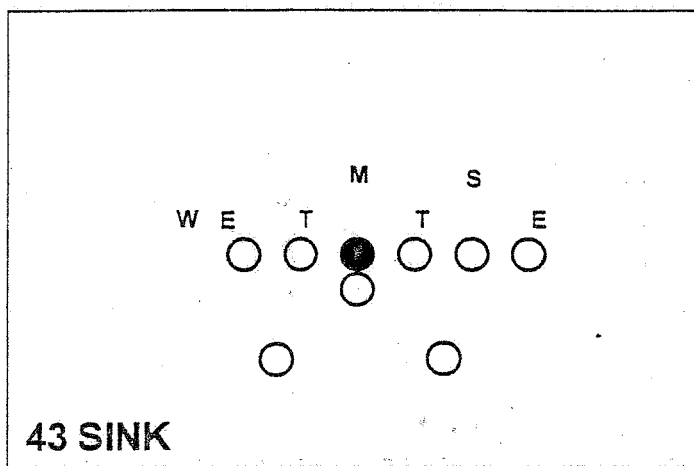
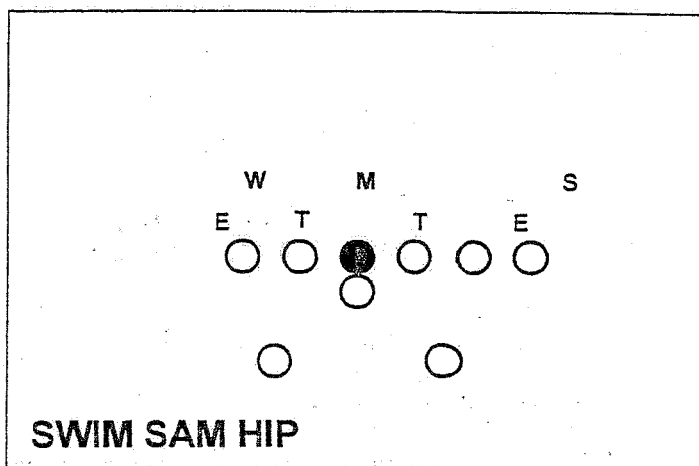
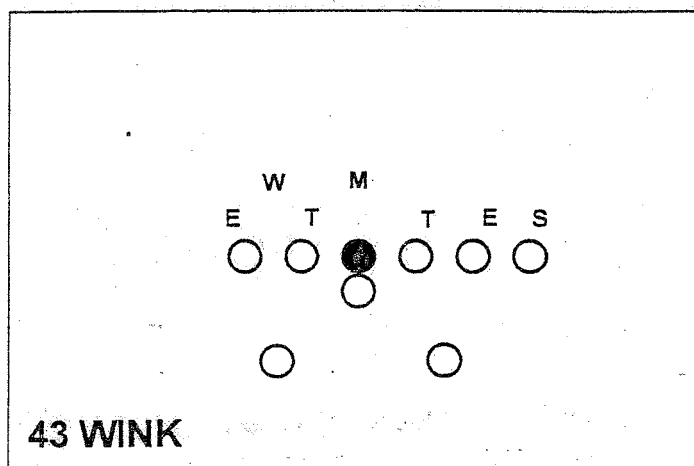
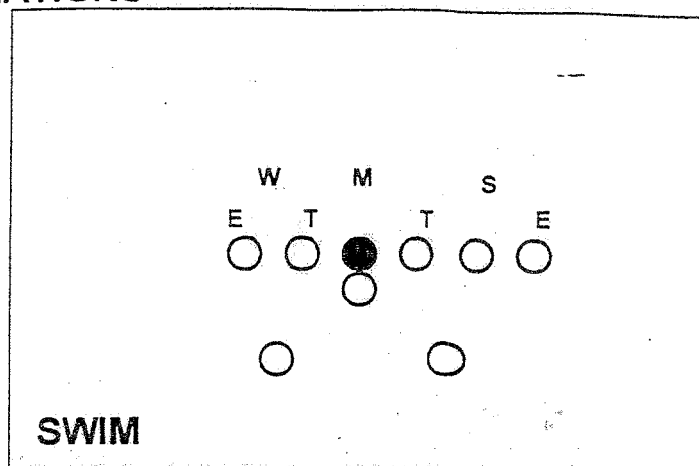
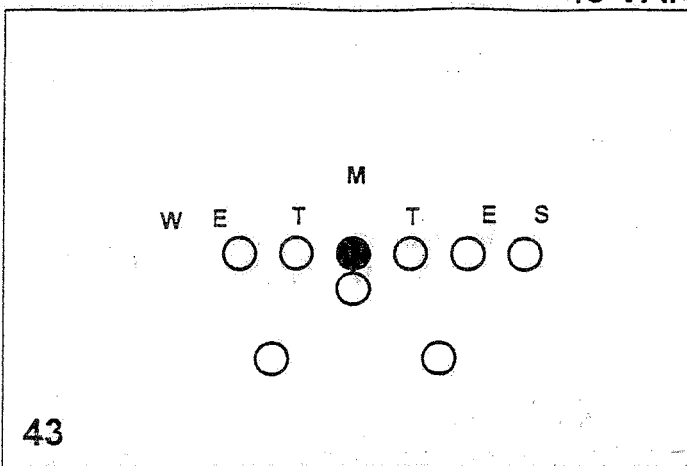


Diagram illustrating the layout of a 10-hole punch card, showing the positions of the holes and the corresponding labels:

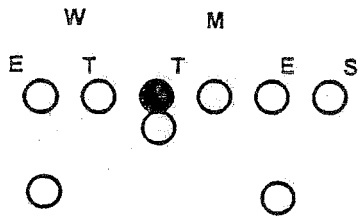
- Top Row (Left to Right):** FS BOX, FS, M, SS BOX, SS
- Second Row (Left to Right):** FS-UP, FS, W, E, T, T, E, SS, SUP, SS
- Third Row (Left to Right):** (Hole), (Hole), (Hole), (Hole), (Hole), (Hole), (Hole), (Hole), (Hole), (Hole)
- Bottom Row (Left to Right):** (Hole), (Hole), (Hole), (Hole), (Hole), (Hole), (Hole), (Hole), (Hole), (Hole)

<p>S E SAM HIP.</p>	<p>S E SKIN</p>
<p>S E WIDE</p>	<p>M S SWITCH</p>

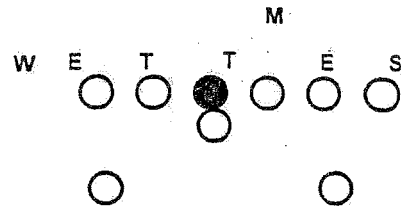
# 43 VARIATIONS



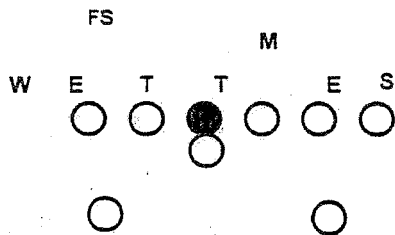
# UNDER VARIATIONS



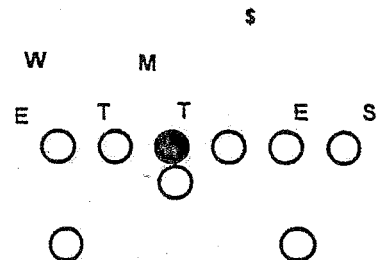
UNDER WINK



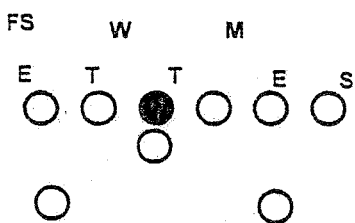
UNDER



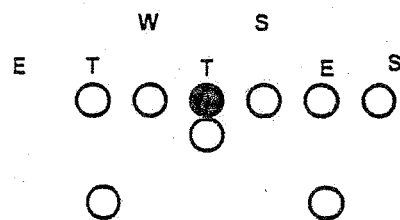
UNDER FS BOX



UNDER WINK MIKE MINUS \$ BOX

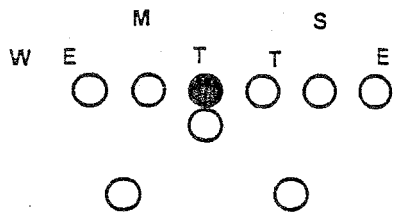


UNDER MIKE PLUS FS BOX

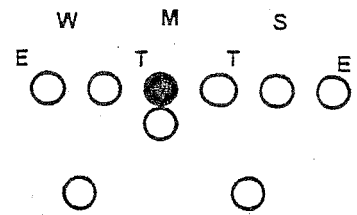


UNDER WIN

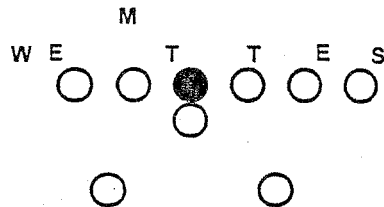
# OVER VARIATIONS



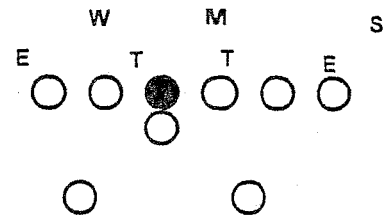
OVER SINK



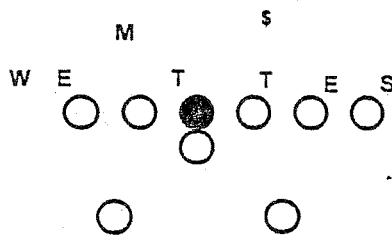
OVER SWIM



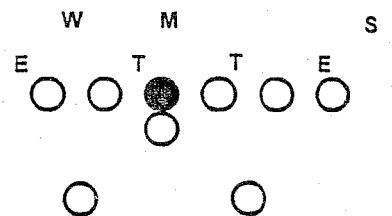
OVER



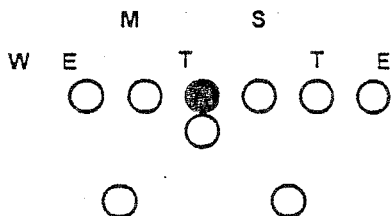
OVER WIDE PLUS SAM HIP



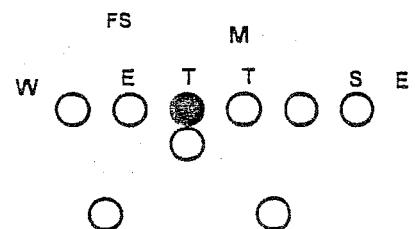
OVER \$ BOX



OVER SWIM SAM HIP

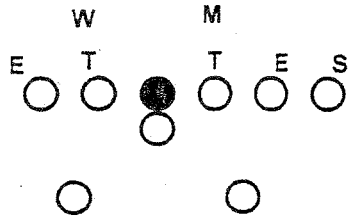


OVER SIN

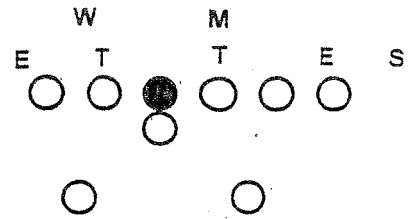


OVER BEAR

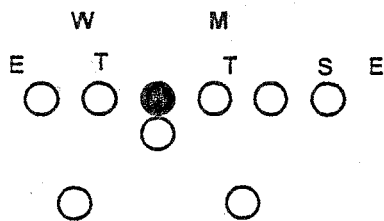
# STACK VARIATIONS



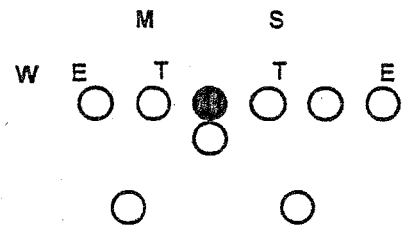
STACK



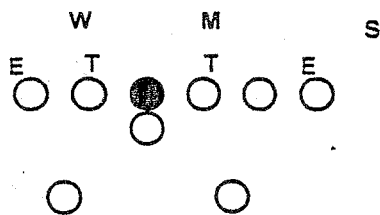
STACK WIDE



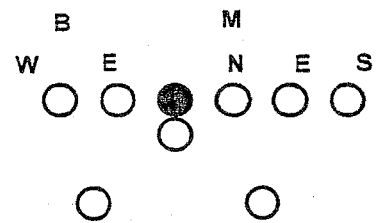
STACK SKIN



WEAK STACK



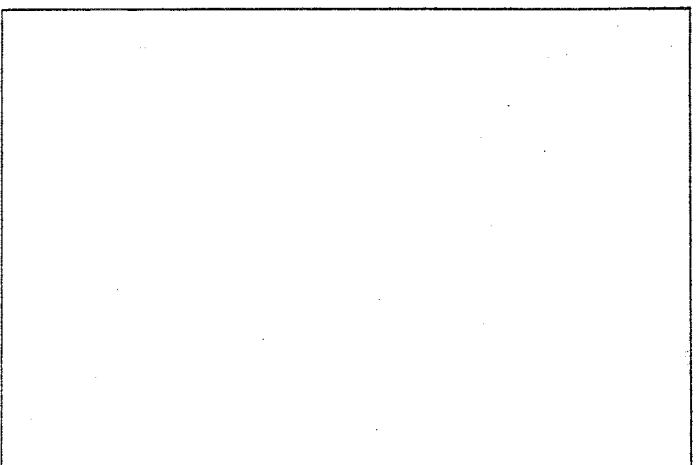
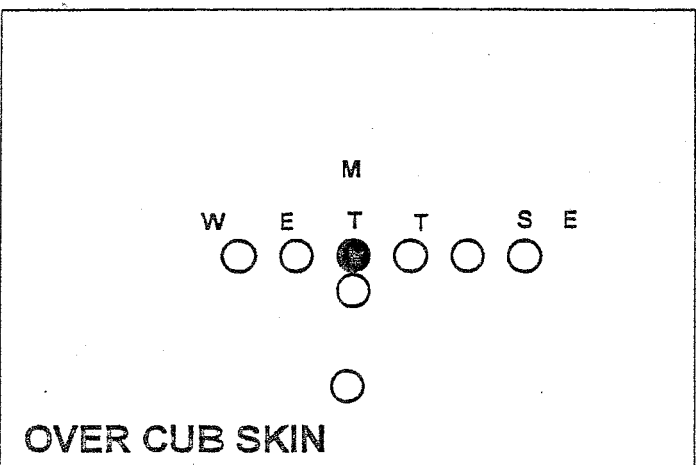
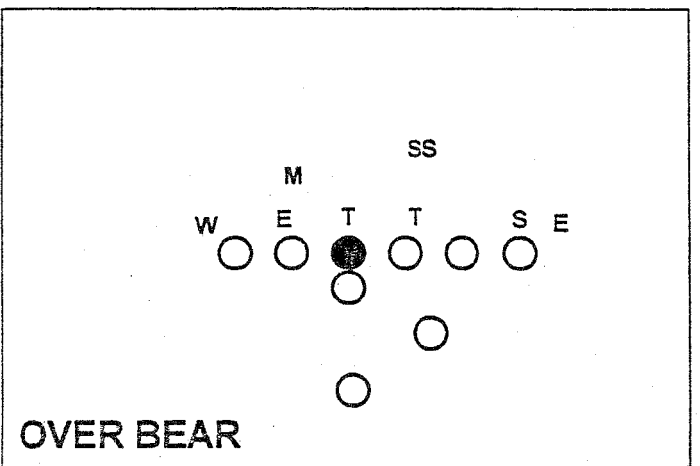
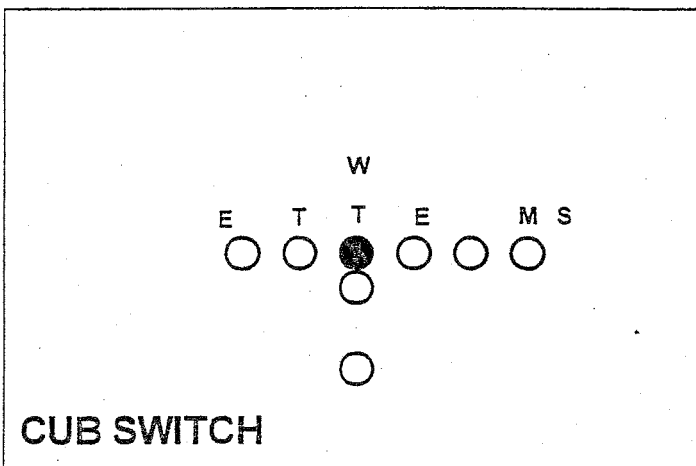
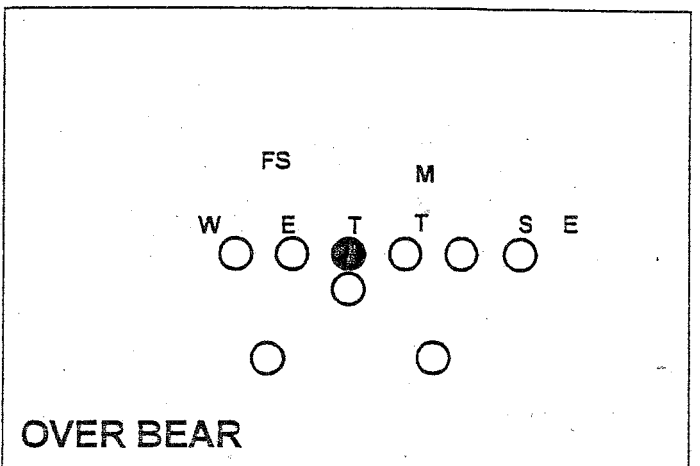
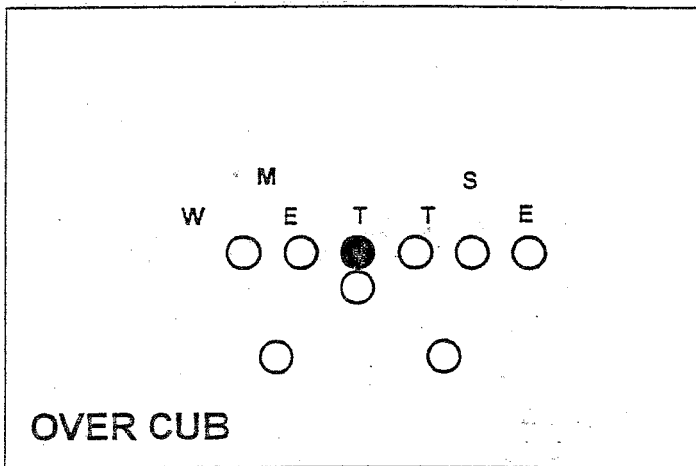
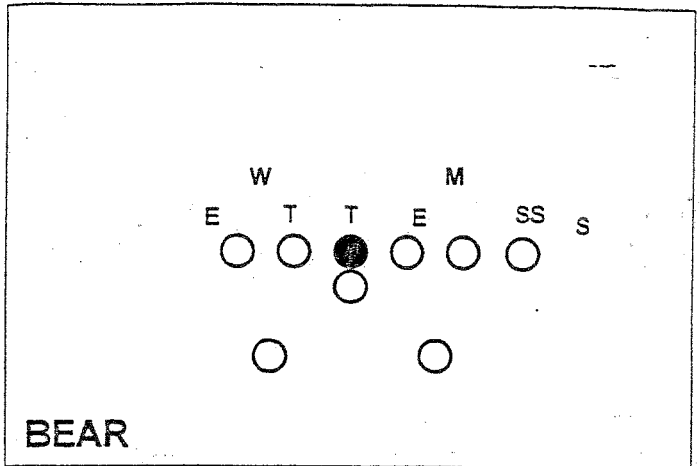
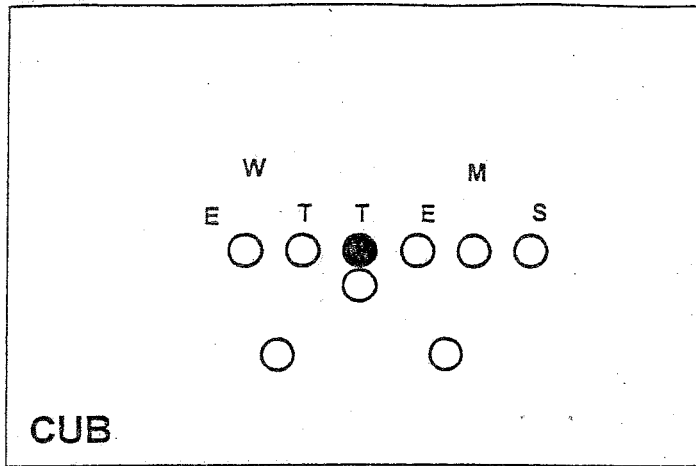
STACK WIDE SAM HIP



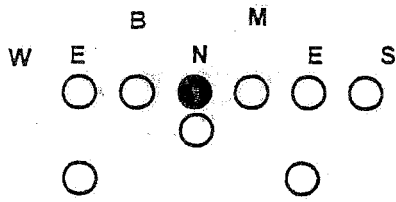
34 STACK



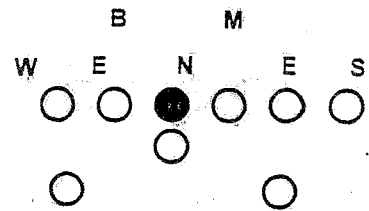
# BEAR (CUB) VARIATIONS



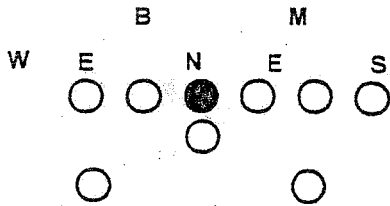
# 34 VARIATIONS



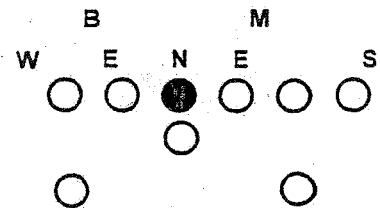
34



34 WINK



34 SINK

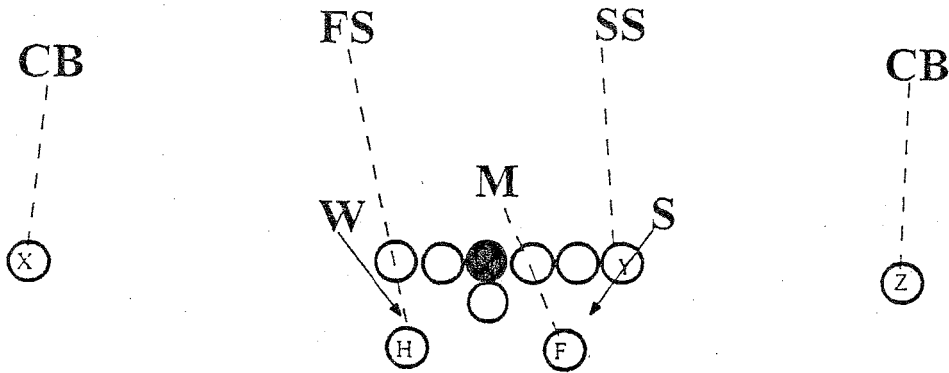


34 CUB

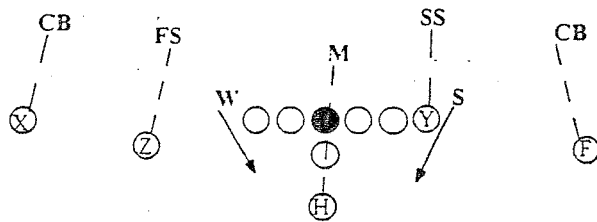
## **Defensive Coverages**

# COVER 0 AND VARIATIONS

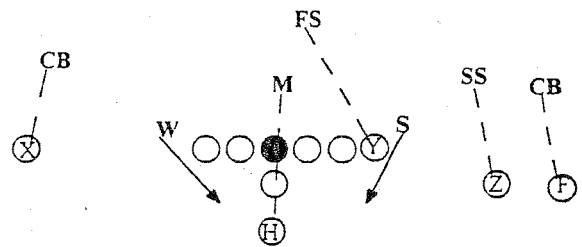
SAM & WILL COVER 0



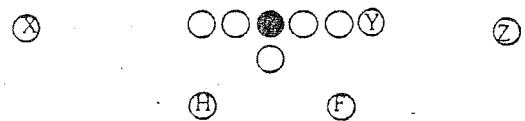
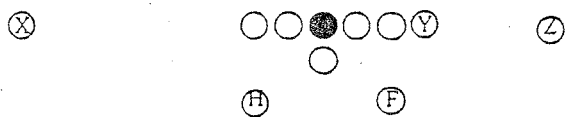
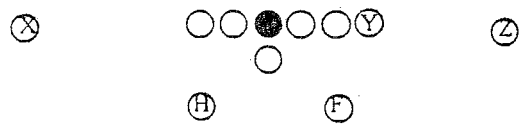
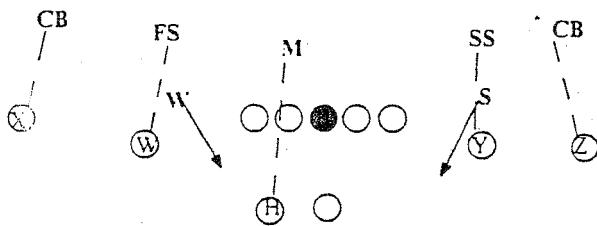
SAM & WILL COVER 0



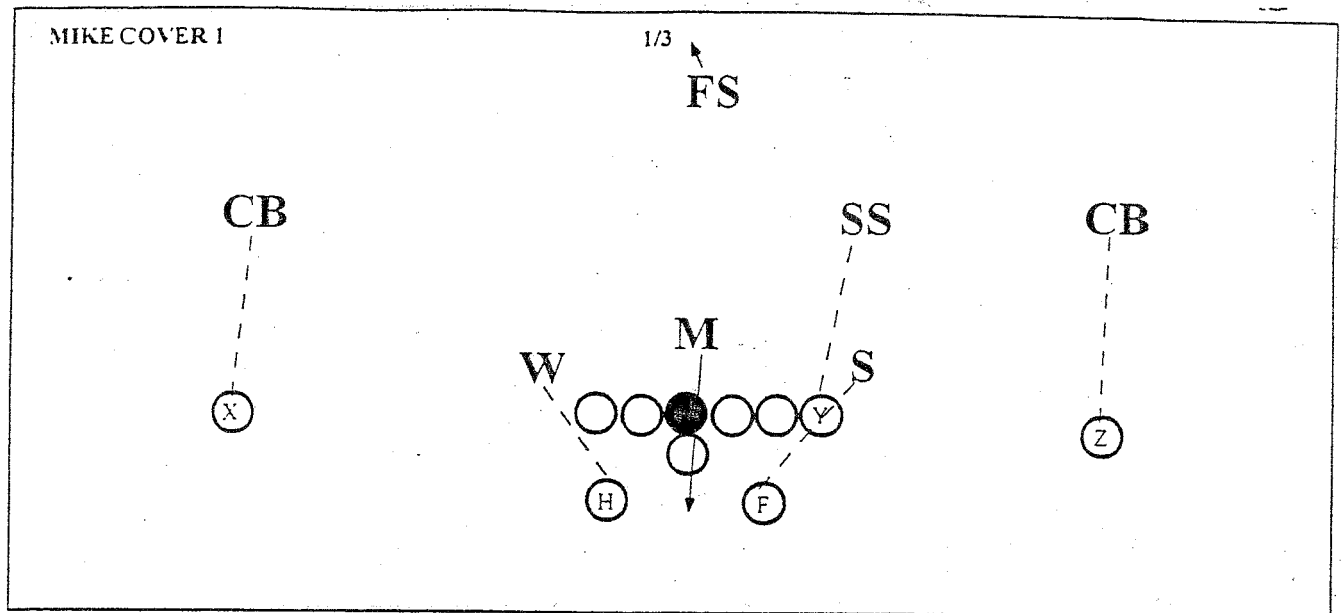
SAM & WILL COVER 0



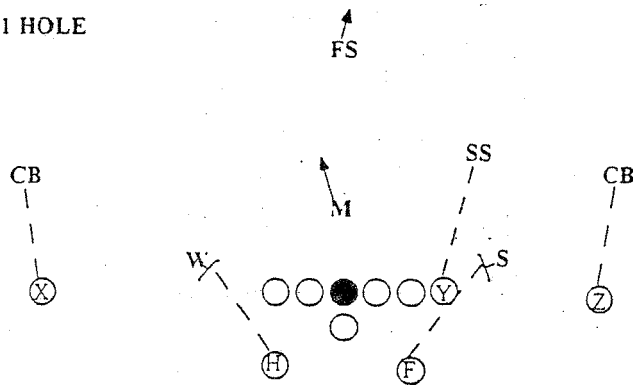
COVER 00



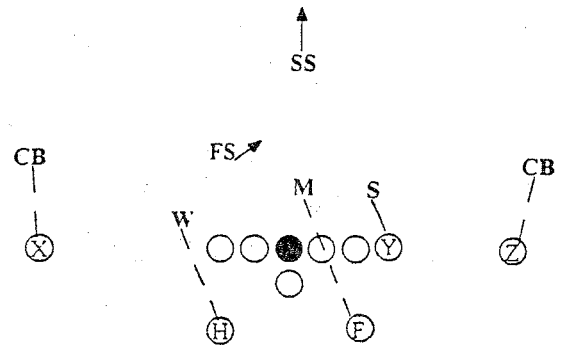
# COVER 1 AND VARIATIONS



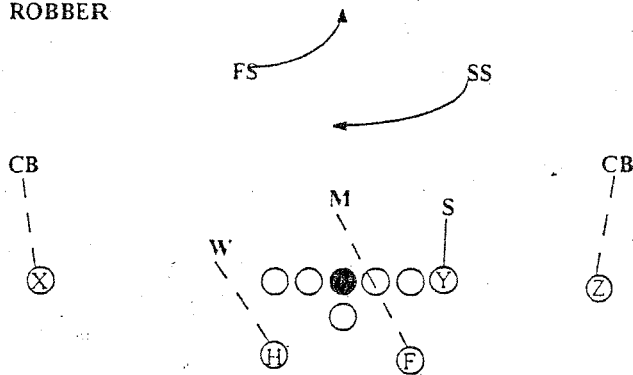
**1 HOLE**



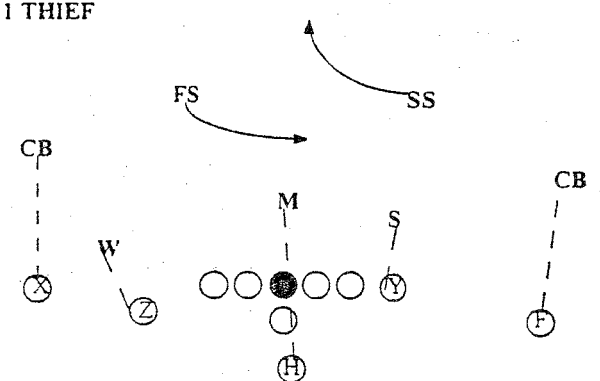
**1 HOLE SWITCH**



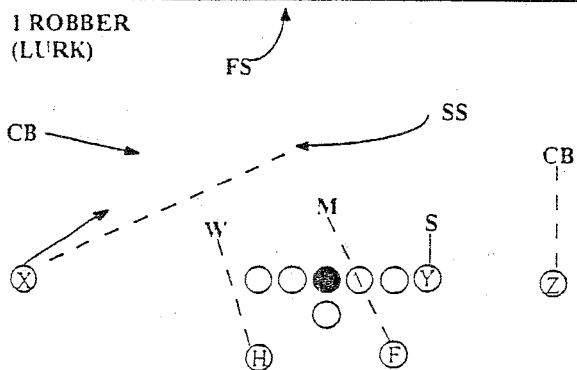
**1 ROBBER**



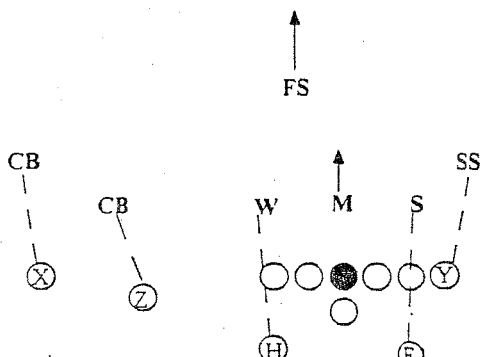
**11 THIEF**



**1 ROBBER (LURK)**

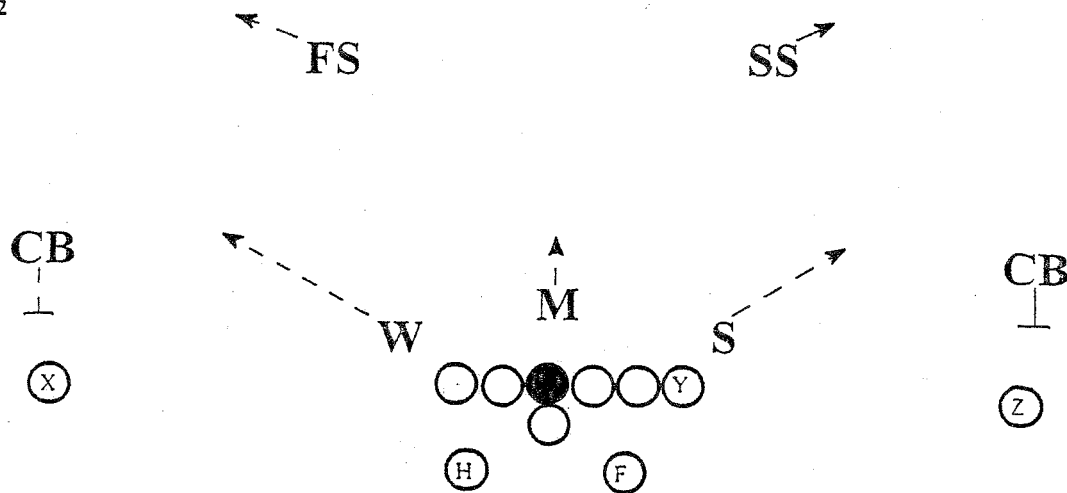


**1 HOLE C**

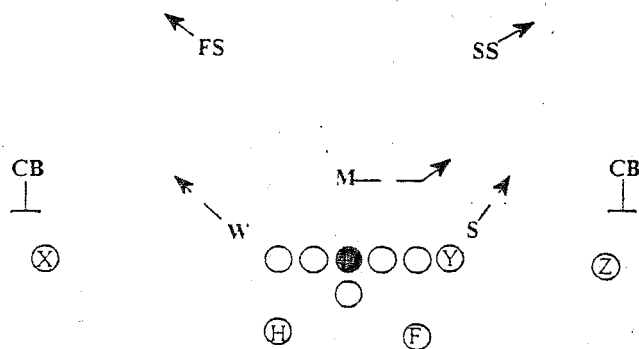


# COVER 2 AND VARIATIONS

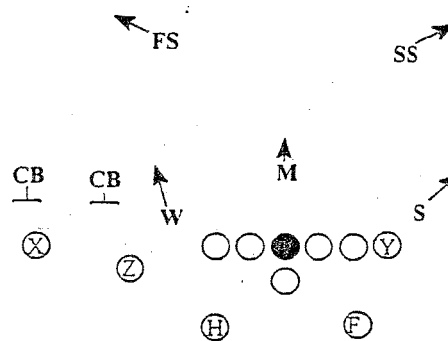
COVER 2



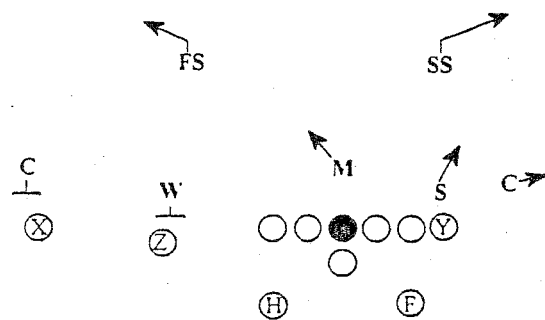
COVER 2 Y



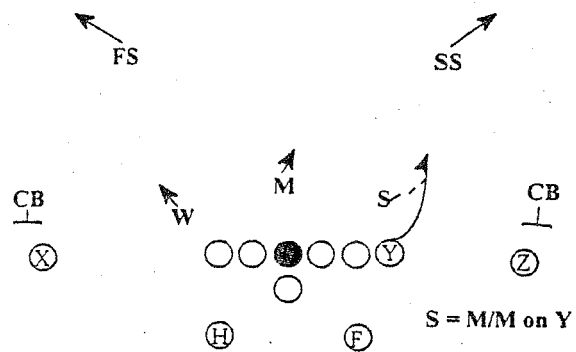
COVER 2C (CORNERS OVER)



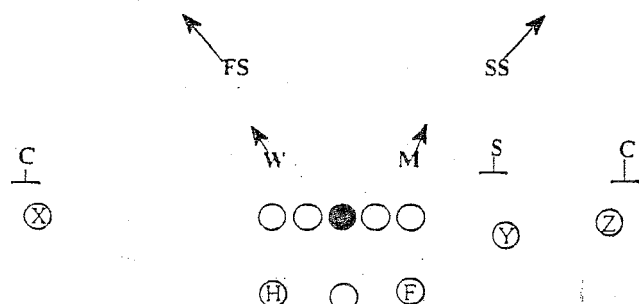
COVER 2 (SLOT)  
(WILL WALK)



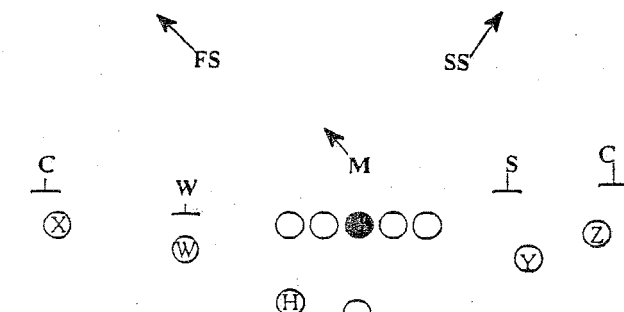
COVER 2 STICK Y



COVER 22

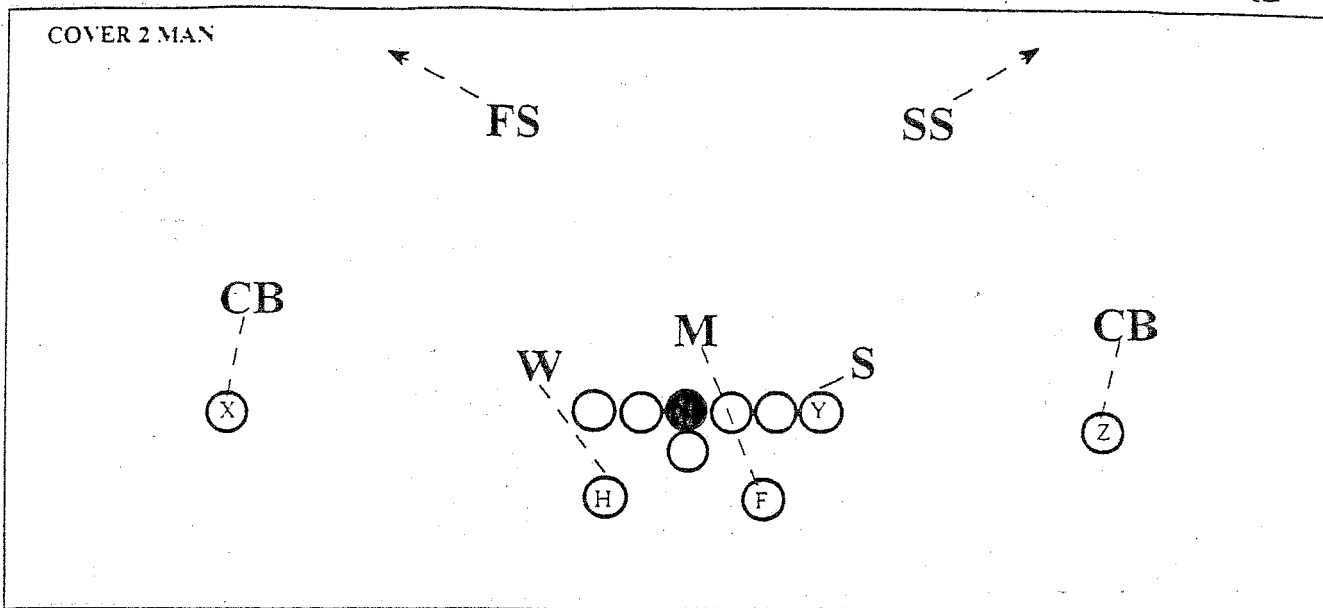


COVER 22

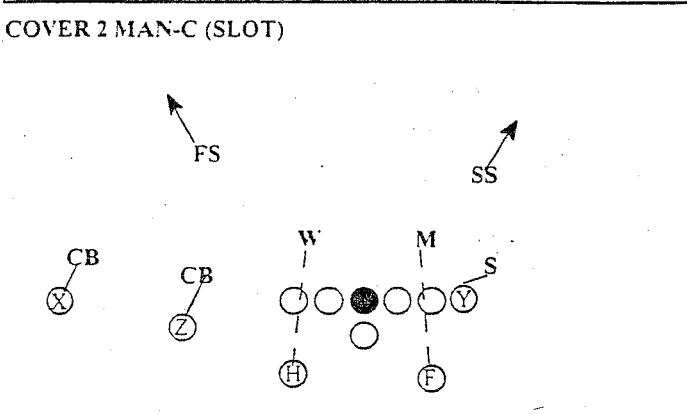


# COVER 2 MAN AND VARIATIONS

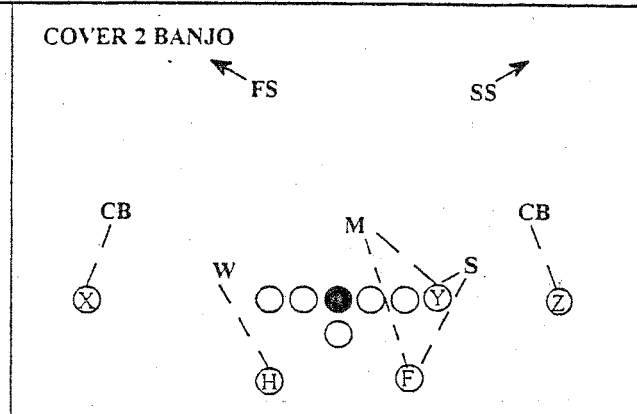
COVER 2 MAN



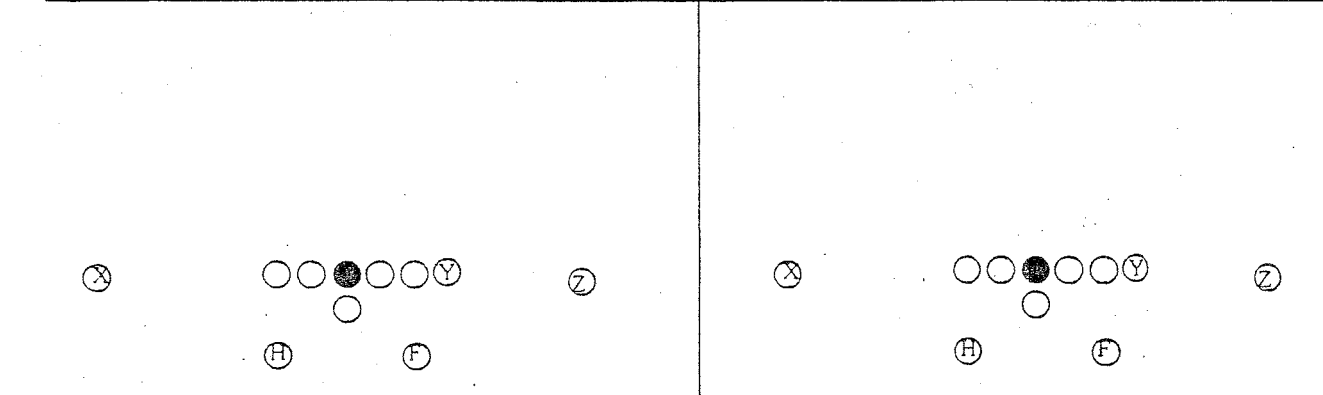
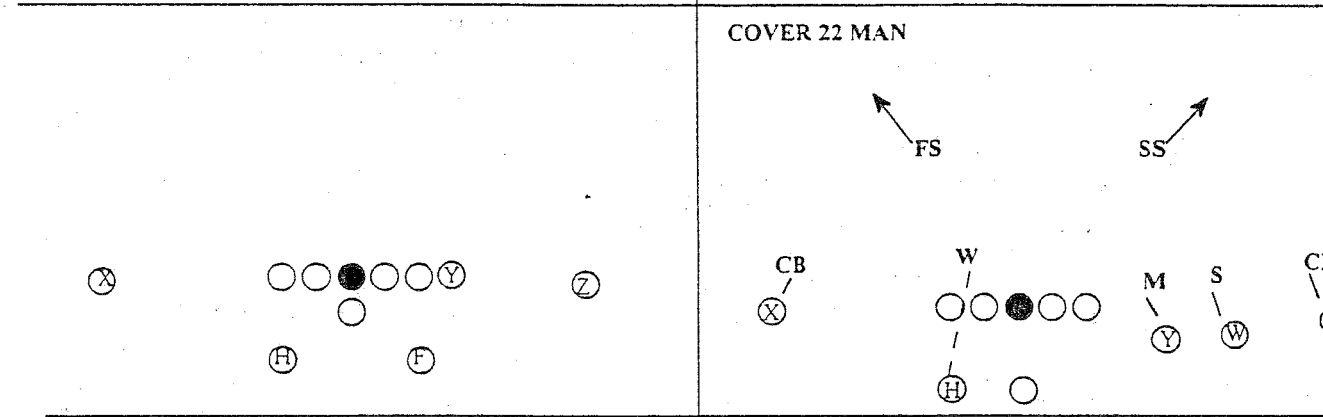
COVER 2 MAN-C (SLOT)



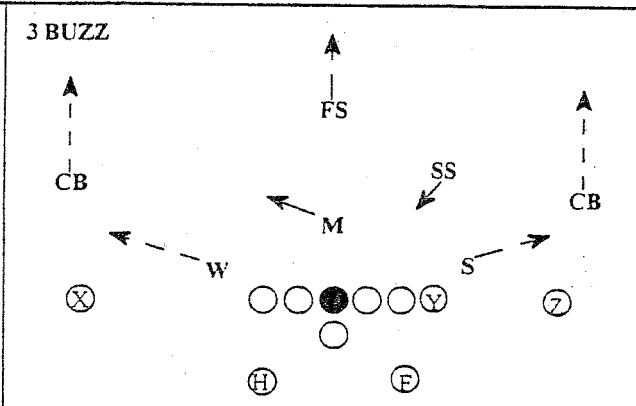
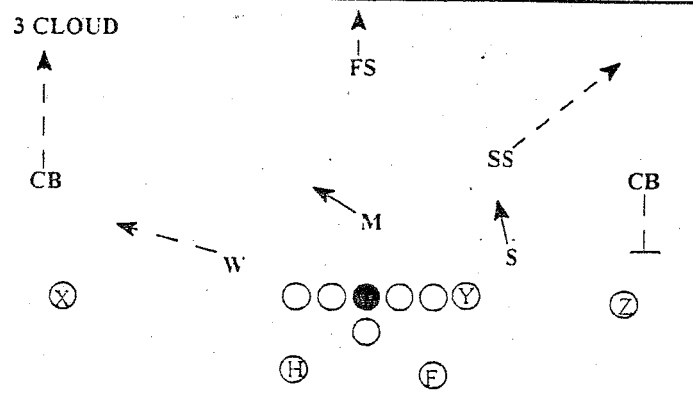
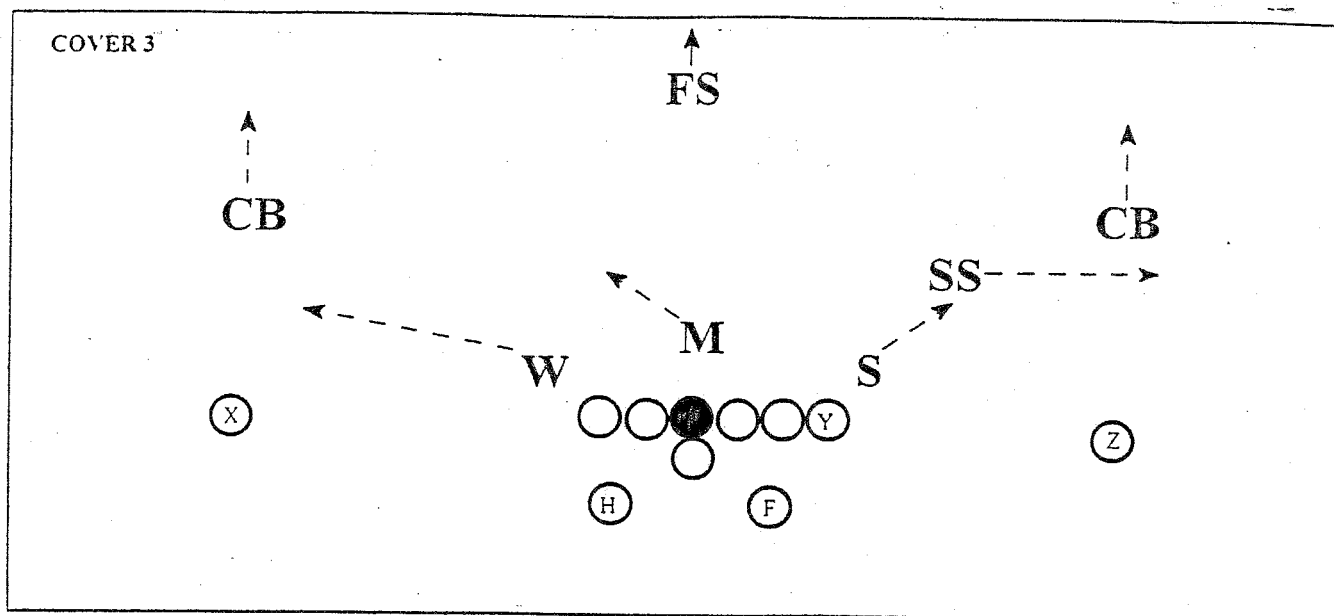
COVER 2 BANJO



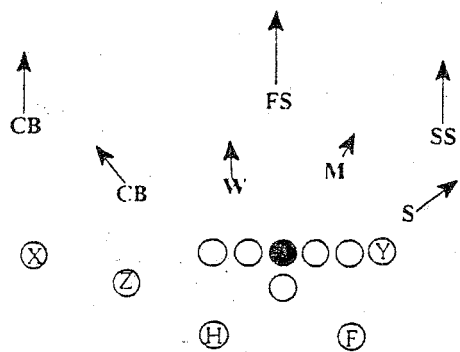
COVER 22 MAN



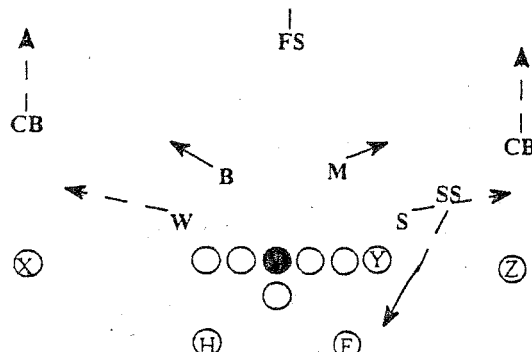
# COVER 3 AND VARIATIONS



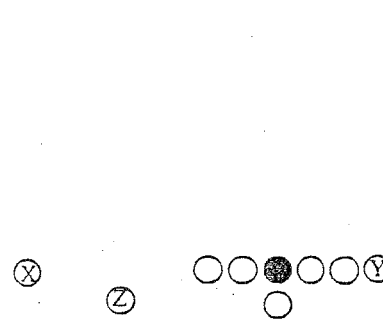
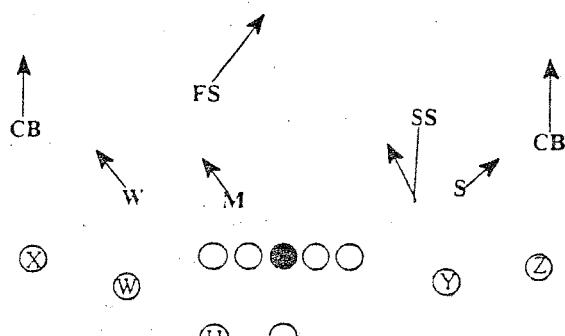
**COVER 3C (SLOT)**



**3 SS RUSH "D"**

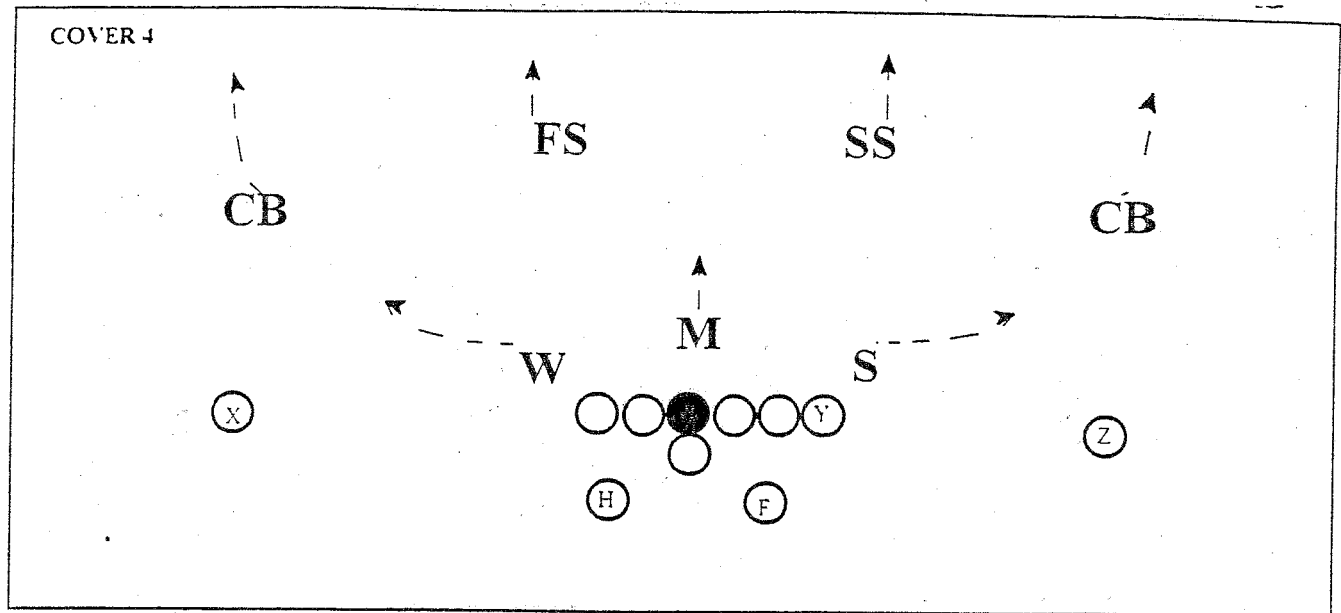


**COVER 33 BUZZ**

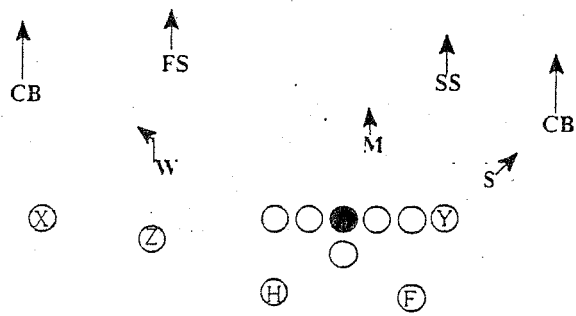




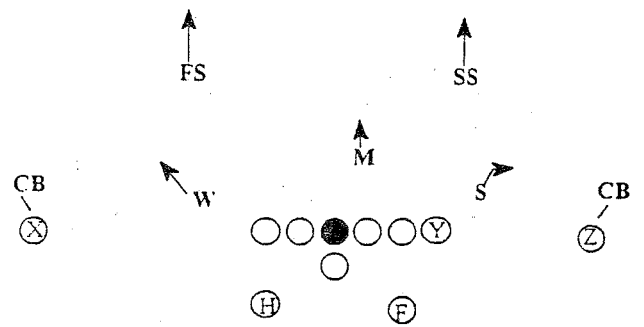
# COVER 4 AND VARIATIONS



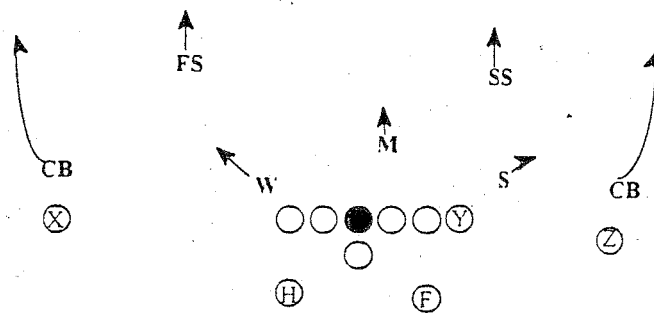
**COVER 4 (SLOT)**



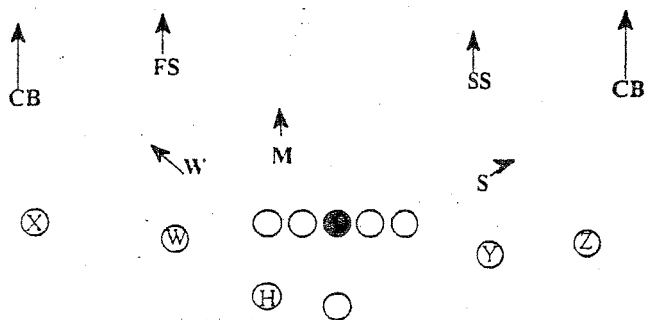
**COVER 4 PRESS**



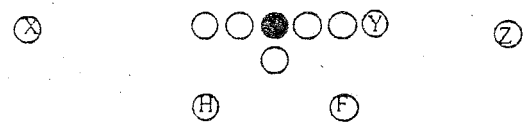
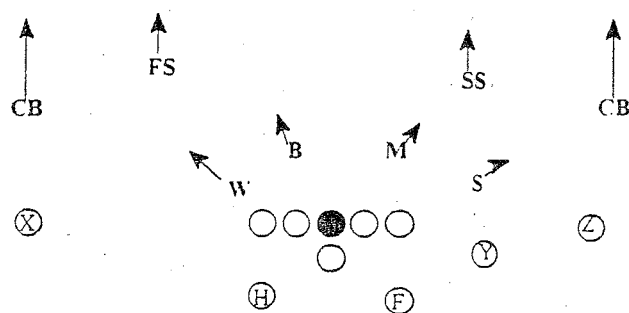
**COVER 4 BAIL**



**COVER 44**

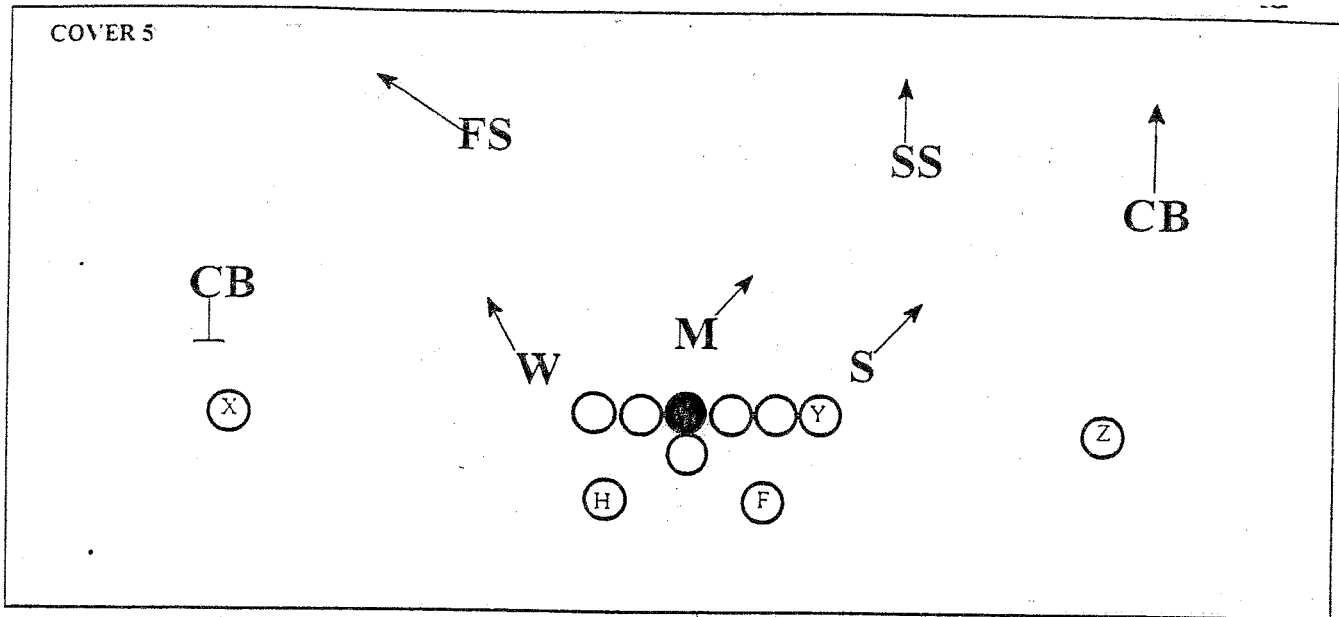


**COVER P44**

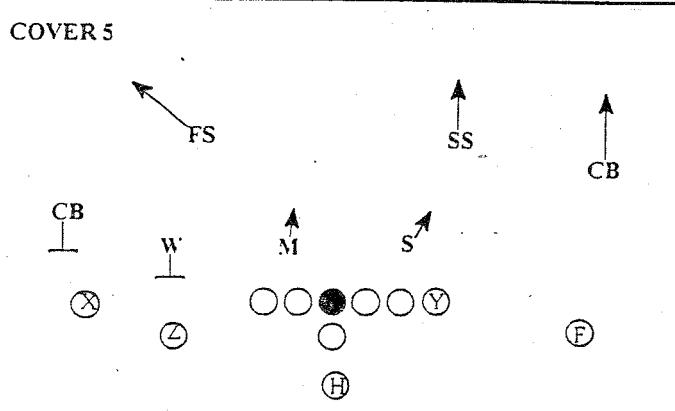


# COVER 5 AND VARIATIONS

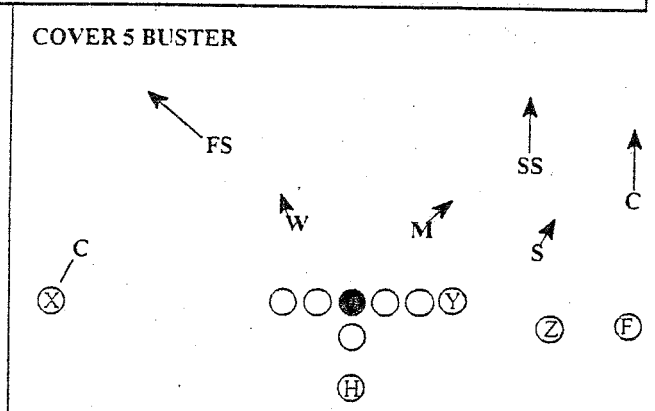
COVER 5



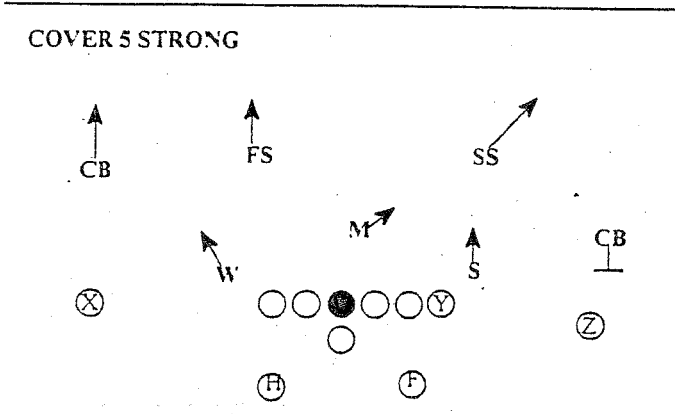
COVER 5



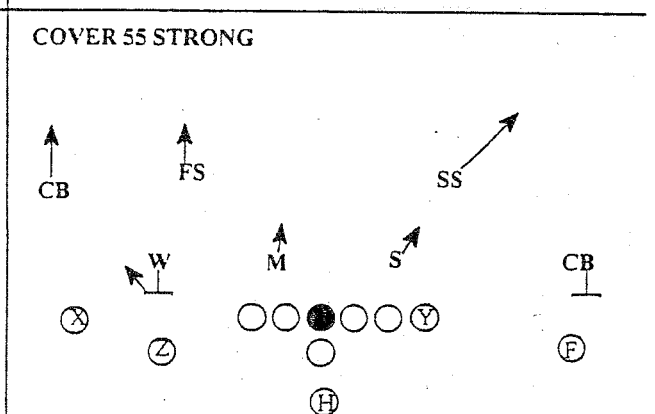
COVER 5 BUSTER



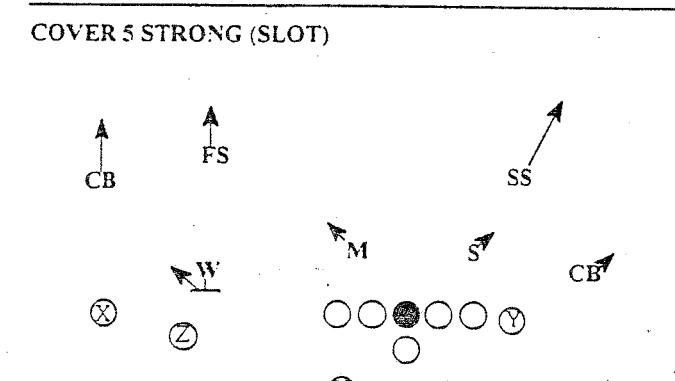
COVER 5 STRONG



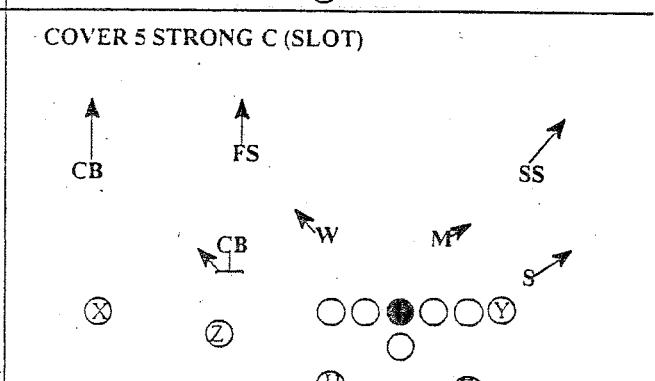
COVER 55 STRONG



COVER 5 STRONG (SLOT)

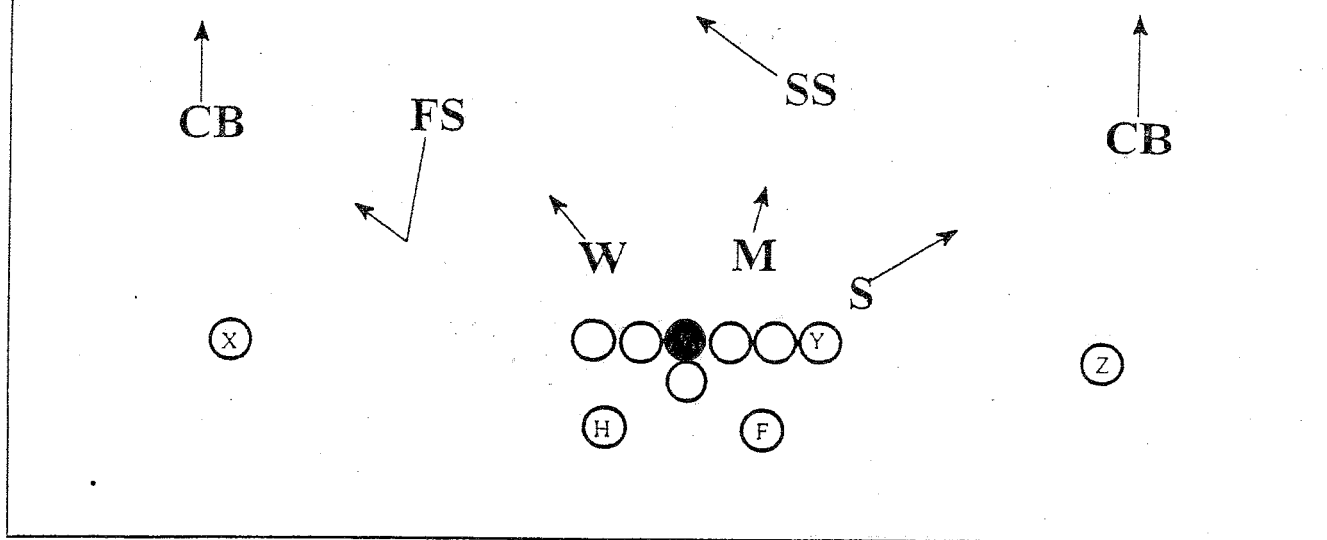


COVER 5 STRONG C (SLOT)

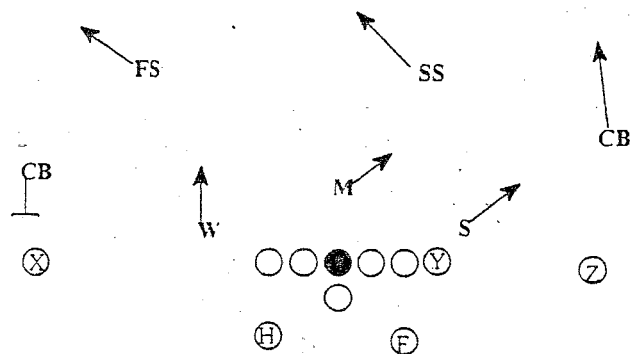


# COVER 6 AND VARIATIONS

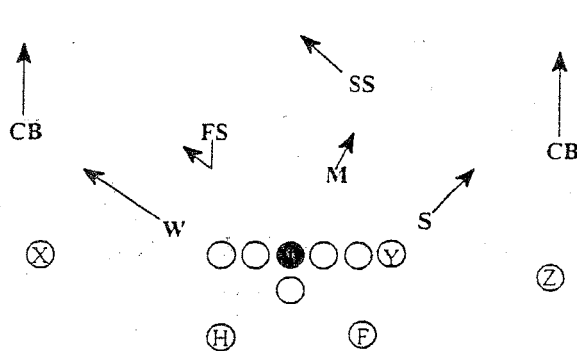
COVER 6



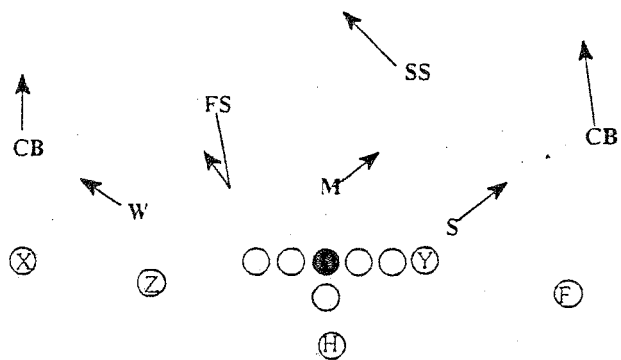
COVER 6 CLOUD



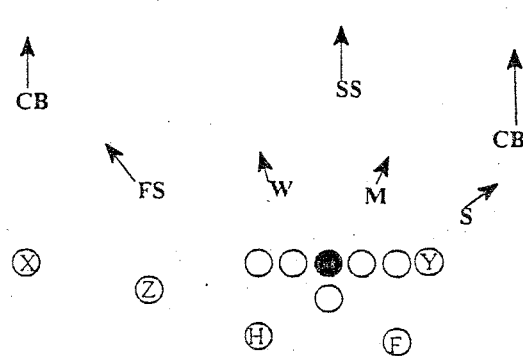
COVER 6 BUZZ



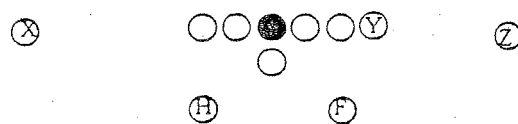
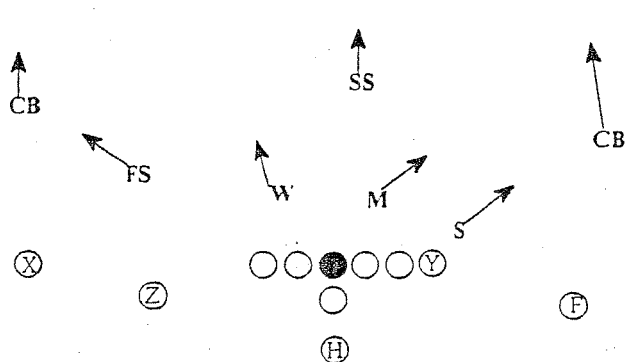
COVER 66 BUZZ



COVER 6 (SLOT)

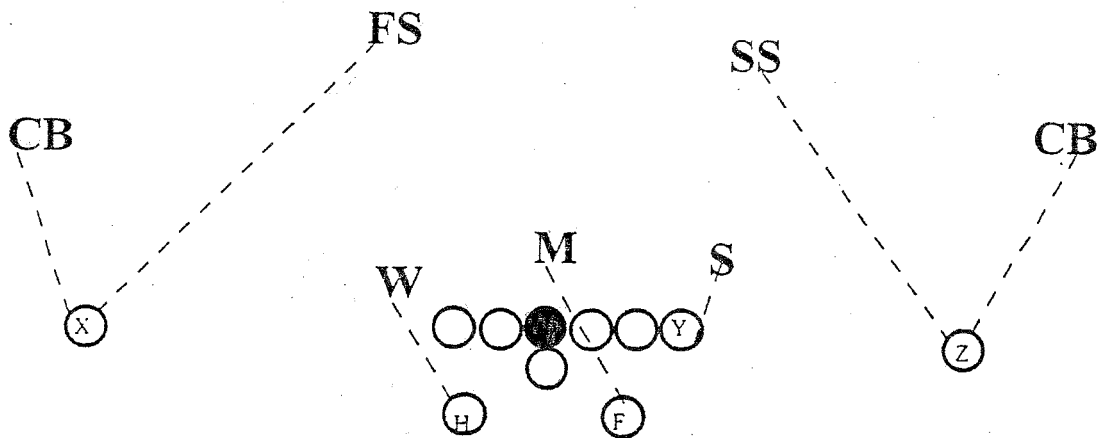


COVER 66

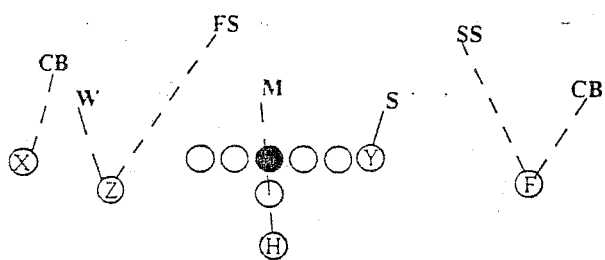


## COVER 7 AND VARIATIONS

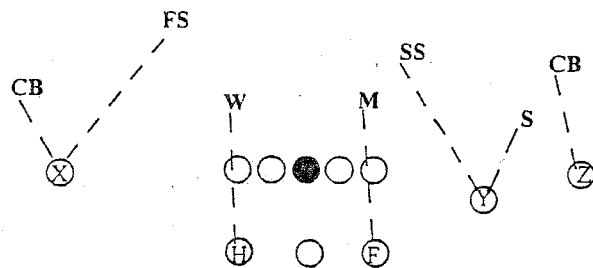
COVER 7XZ



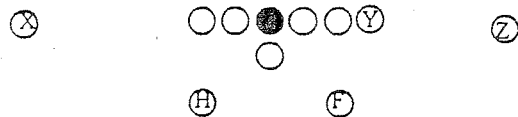
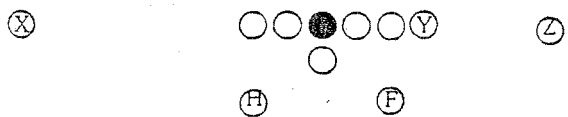
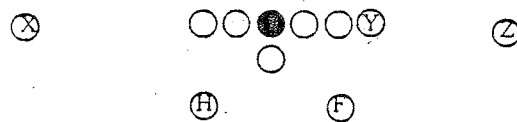
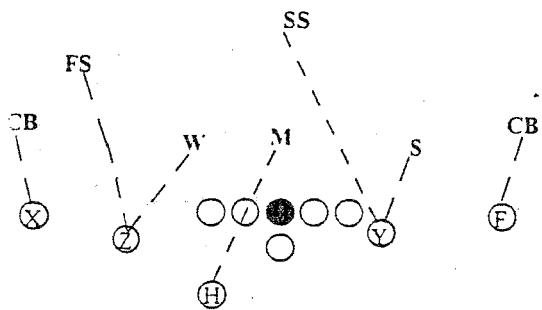
COVER 7 ZF



COVER 77 YX



COVER 77 ZY



# DAY#1 SAT JULY 22<sup>ND</sup> 2000

## AM

### BASE PASS:

324(325) DBL OSCAR/HENRY/SMOKE  
382(383) SALLY (SNAKE)

382(383) DALLAS (HOUST)

24(25) DBL SQ-OUT/GO/STRUT  
86(87) X DP IN

22(23) Z IN  
22(23) YOGI  
22(23) HANK  
22(23) HANK HB WIDE

(21) RD (SL ZM), (12) STEM WK FP  
(21) (STEM) STR HF, (12) (EXP) FLD FF,  
(11) (LEAP) FUL  
(21) JMP HWK/FUL, (12) (STEM) FAL FP, (10) DBL

(21) (LEAP) WK, (12) (STEM) FOX FP  
(21) (JMP) HIDE (FIN), (12/11) (EXP) FOX CL FM  
(11) LEAP ZOOM FLK  
(21) STEM WK (FP), (12) STEM FAL FP  
(21) STEM WK (FP), (12) STEM FAL FP  
(21) CHANGE YOPP  
(12) (EXP) FOX FM, (11) LEAP ZOOM FLK

### PLAY ACTION:

PEPPER 32 BASE DBL HENRY (PUMP)  
PEPPER 32 SWIM DBL HENRY (PUMP)  
K-4(5) Y COR  
K-4(5) RAZOR

(12) (STEM)FAL RT  
(21) (LEAP) I RT  
(21) I TW ZD, (12) (EXP) I TARE ZF  
(21) (STEM) I TITE ZD (12) (SCAT) I TWIN ZM, (22) I

### ACTION:

SPRINT RT X IN  
SPRINT RT Z COR

(21) WK LT TW NAS XF, (12) (SCAT) FLD LT SL  
(21) WK LT TW NAS XF, (12) (SCAT) FLD LT SL

### SCREENS:

22(23) YOGI SCR LT(RT) F

(21) (LURK) WK RT, (12) (STEM) FAL RT FP

### SPECIALS:

FK 34 BOB Z AROUND LT

(21) LEAP I LT ZF

DAY #1 SAT JULY 22<sup>ND</sup> 2000

AM

BASE RUN:

32(33) BASE

(21/12) STEM STR FF, (12) STEM FAL EXTRA "ALERT"  
(21/12/11) CLUSTER, (21/12/11) JUMP FUL ZP TITE

32(33) BUSTER

(21) STEM I TITE, (21/12) I ZF TITE  
(21/12) ZELDA I XF TITE, (21/12) BOOGIE I SL ZP TITE

32(33) BUSTER BOUNCE

(12) FAL "ALERT", (21) I "ALERT"

35(34) BOB

(21) WK RT TW NAS XF, (12) STEM I TARE ZF  
(21/12) EXP I YP, (21) LEAP I ZF (35 BOB GHOST)

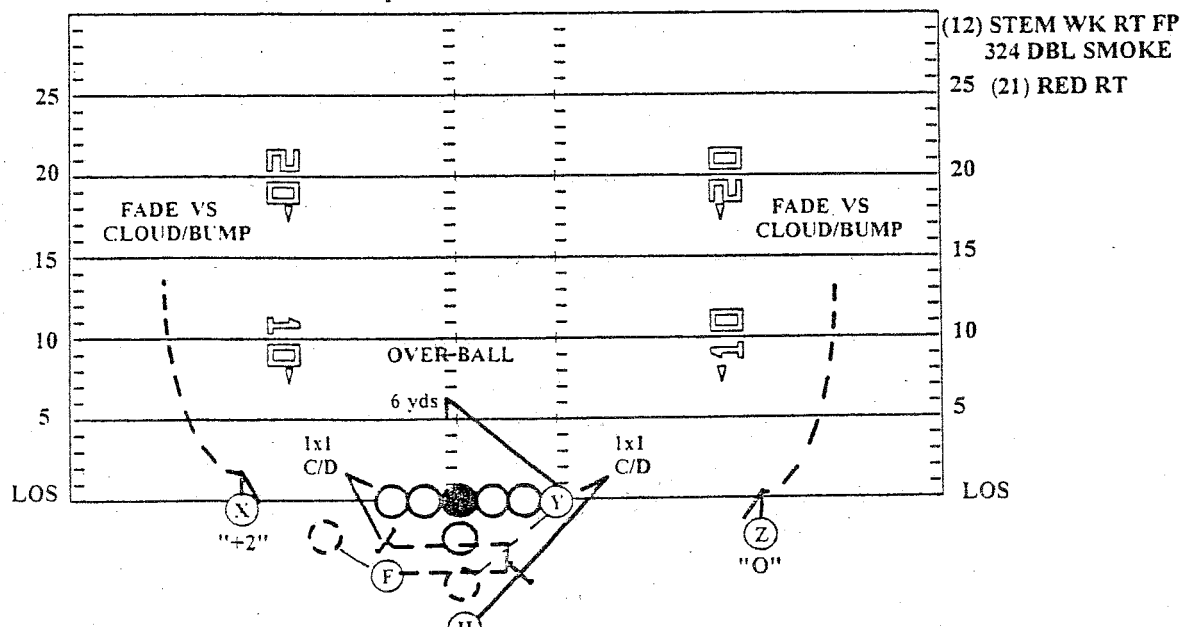
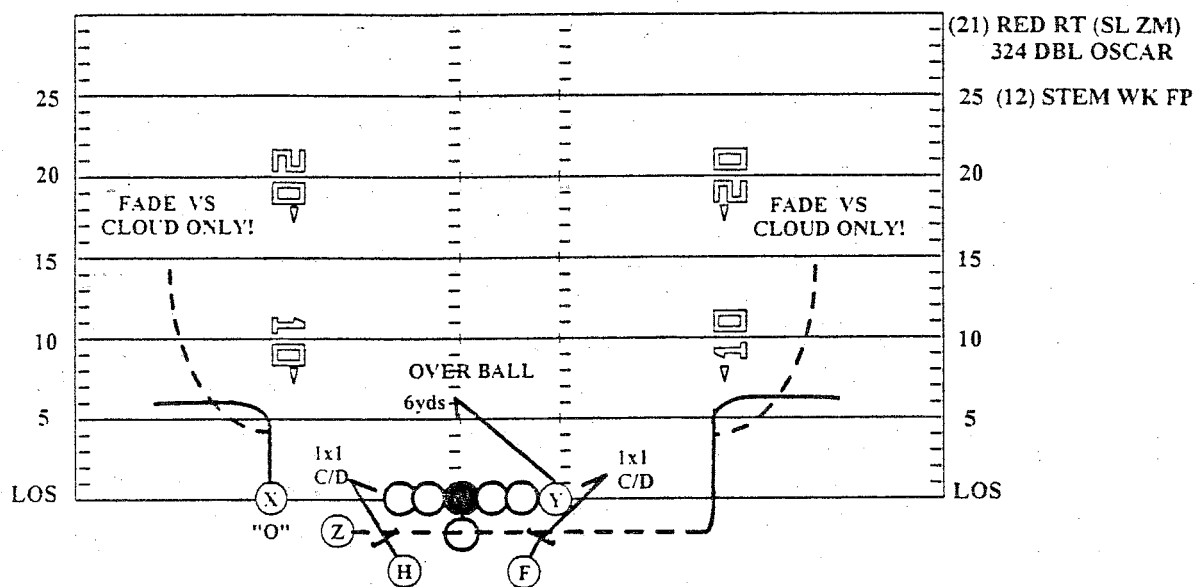
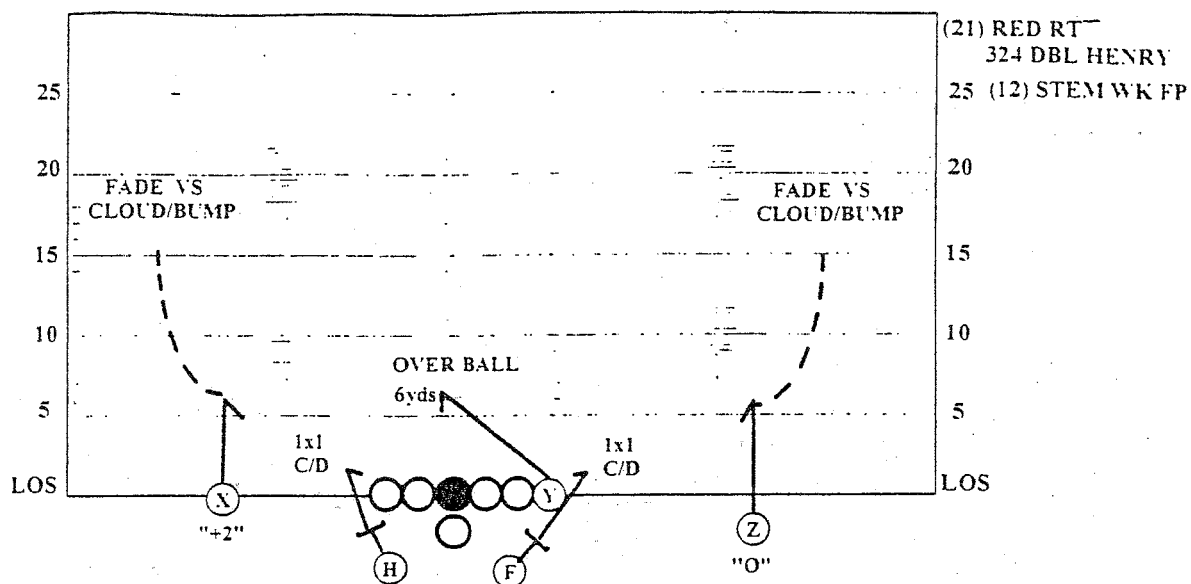
35(34) BOB Z SMOKE

(21/12) STEM I RT

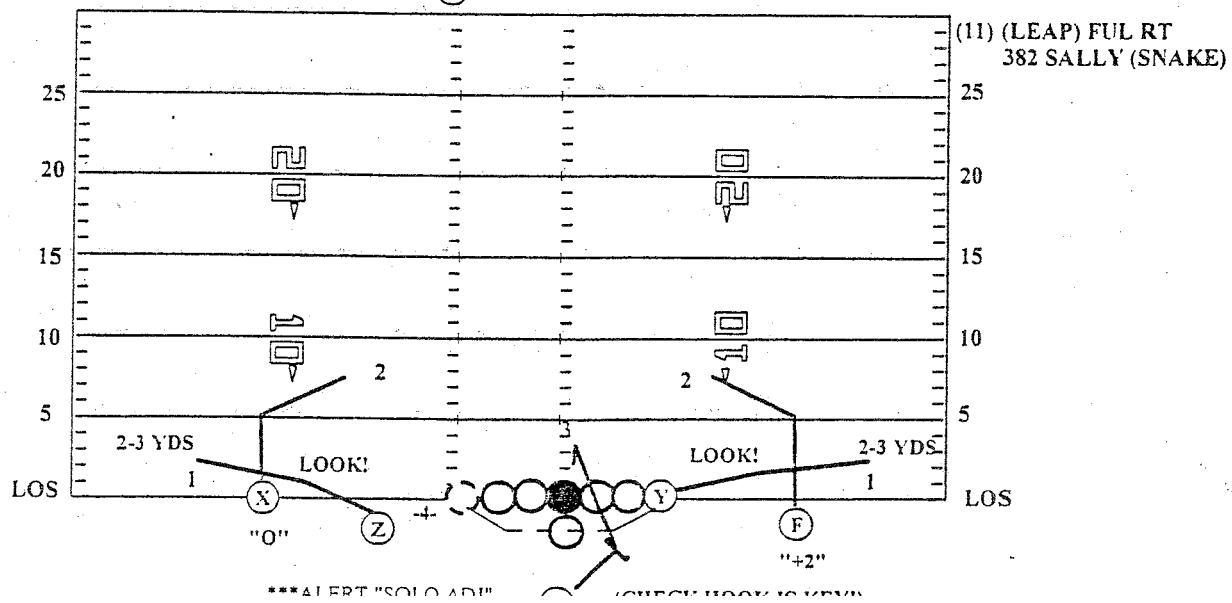
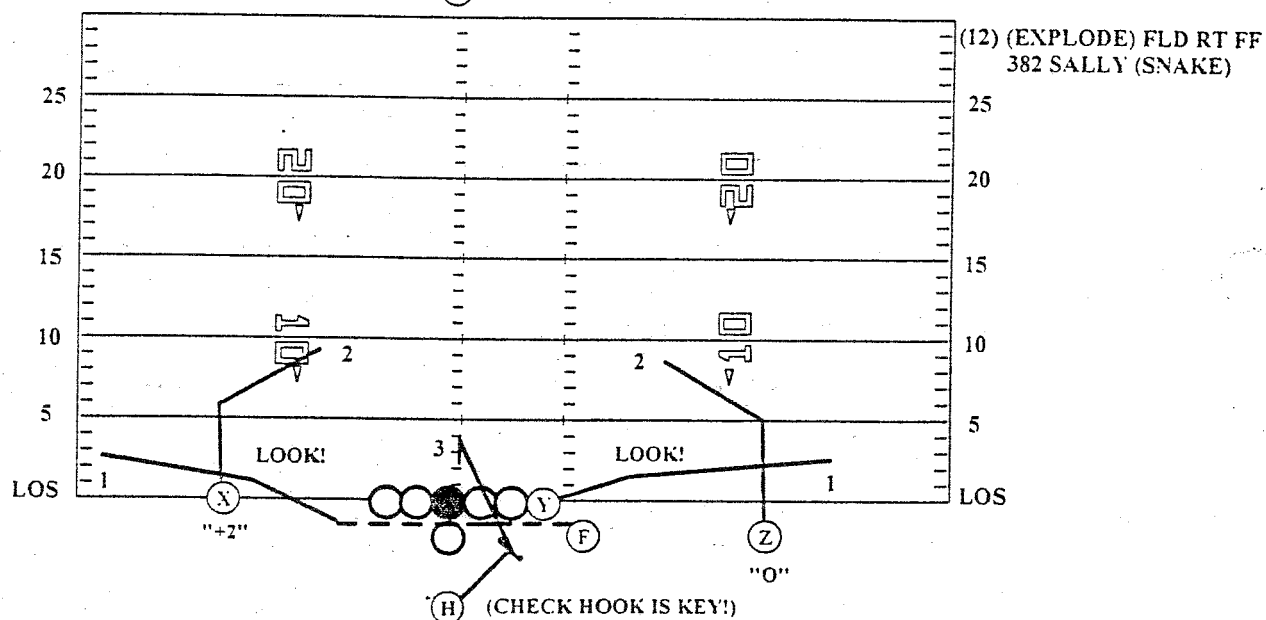
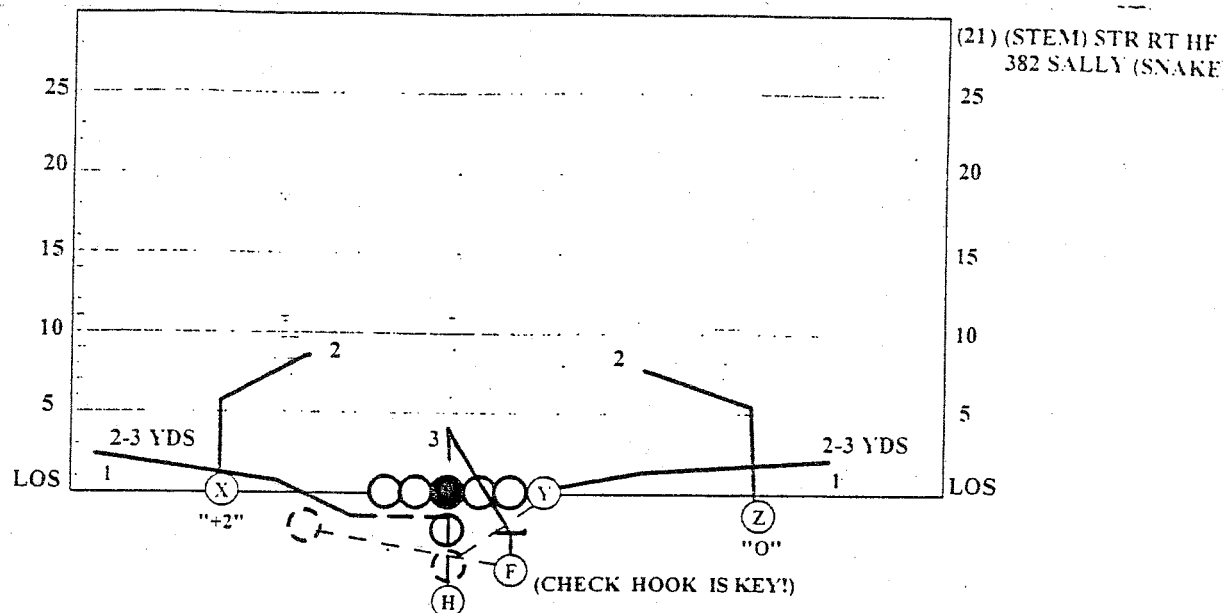
T-38(39) CRACK

(21/12/11) BUNCH (EXP BUNCH), (21/12/11) CLUSTER  
(21/12/11) BUZZ (ZELDA BUZZ)

**BASE PASS**



# BASE PASS





# DAY#1 SAT JULY 22<sup>ND</sup> 2000

## AM

### BASE PASS:

324(325) DBL OSCAR HENRY/SMOKE  
382(383) SALLY (SNAKE)

382(383) DALLAS (HOUST)

24(25) DBL SQ-OUT/GO/STRUT  
86(87) X DP IN

22(23) Z IN  
22(23) YOGI  
22(23) HANK  
22(23) HANK HB WIDE

(21) RD (SL ZM), (12) STEM WK FP  
(21) (STEM) STR HF, (12) (EXP) FLD FF,  
(11) (LEAP) FUL  
(21) JMP HWK/FUL, (12) (STEM) FAL FP, (10) DBL

(21) (LEAP) WK, (12) (STEM) FOX FP  
(21) (JMP) HIDE (FIN), (12/11) (EXP) FOX CL FM  
(11) LEAP ZOOM FLK  
(21) STEM WK (FP), (12) STEM FAL FP  
(21) STEM WK (FP), (12) STEM FAL FP  
(21) CHANGE YOPP  
(12) (EXP) FOX FM, (11) LEAP ZOOM FLK

### PLAY ACTION:

PEPPER 32 BASE DBL HENRY (PUMP)  
PEPPER 32 SWIM DBL HENRY (PUMP)  
K-4(5) Y COR  
K-4(5) RAZOR

(12) (STEM) FAL RT  
(21) (LEAP) I RT  
(21) I TW ZD, (12) (EXP) I TARE ZF  
(21) (STEM) I TITE ZD (12) (SCAT) I TWIN ZM, (22) I

### ACTION:

SPRINT RT X IN  
SPRINT RT Z COR

(21) WK LT TW NAS XF, (12) (SCAT) FLD LT SL  
(21) WK LT TW NAS XF, (12) (SCAT) FLD LT SL

### SCREENS:

22(23) YOGI SCR LT(RT) F

(21) (LURK) WK RT, (12) (STEM) FAL RT FP

### SPECIALS:

FK 34 BOB Z AROUND LT

(21) LEAP I LT ZF

DAY #1 SAT JULY 22<sup>ND</sup> 2000

AM

BASE RUN:

32(33) BASE

(21/12) STEM STR FF. (12) STEM FAL EXTRA "ALERT"  
(21/12/11) CLUSTER. (21/12/11) JUMP FUL ZP TITE

32(33) BUSTER

(21) STEM I TITE. (21/12) I ZF TITE  
(21/12) ZELDA I XF TITE. (21/12) BOOGIE I SL ZP TITE

32(33) BUSTER BOUNCE

(12) FAL "ALERT", (21) I "ALERT"

35(34) BOB

(21) WK RT TW NAS XF. (12) STEM I TARE ZF  
(21/12) EXP I YP. (21) LEAP I ZF (35 BOB GHOST)

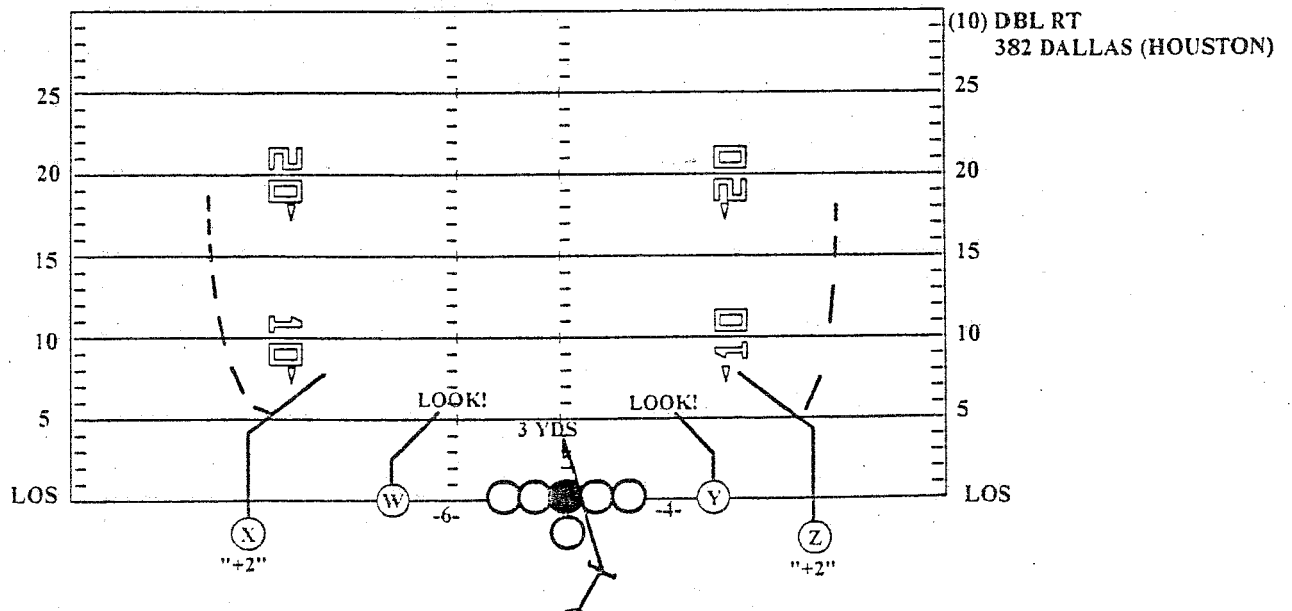
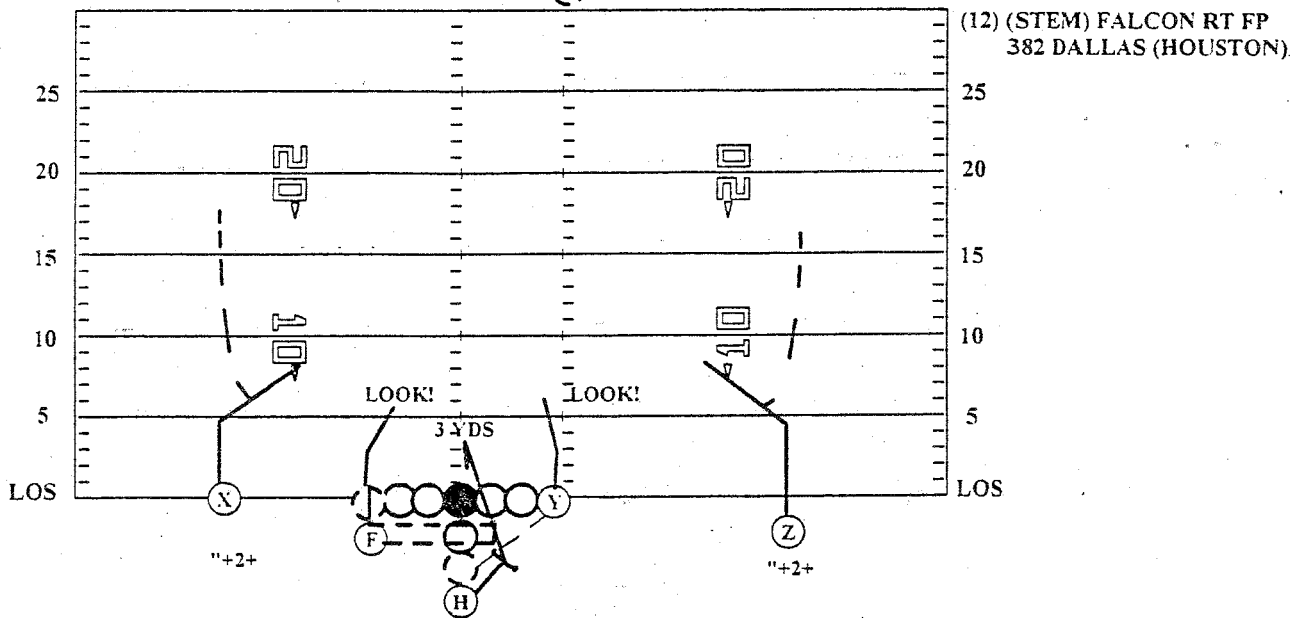
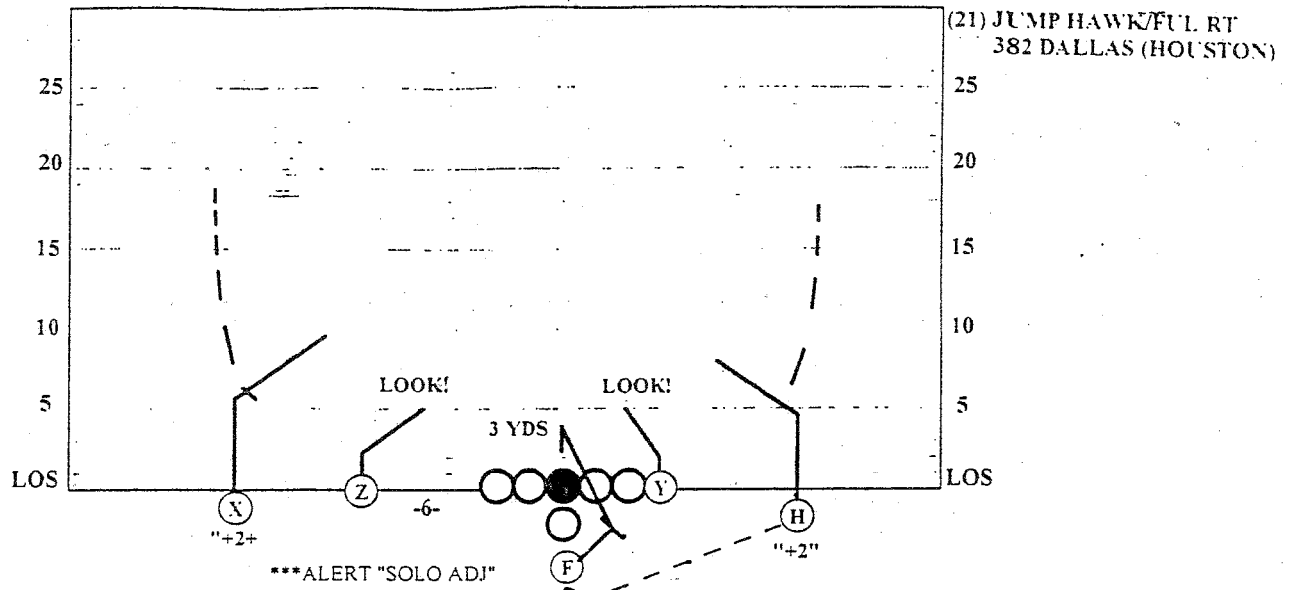
35(34) BOB Z SMOKE

(21/12) STEM I RT

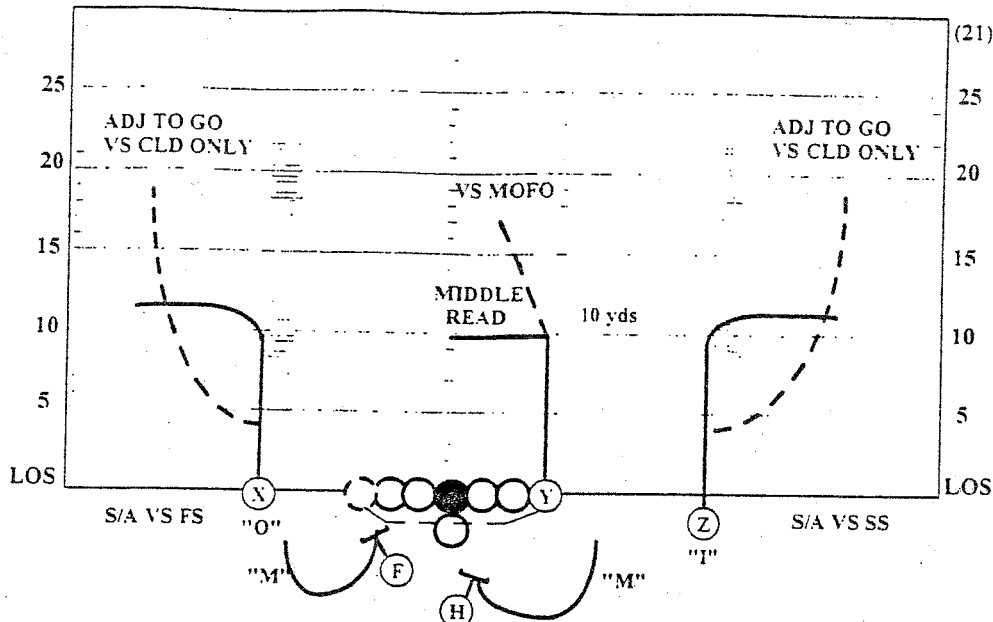
T-38(39) CRACK

(21/12/11) BUNCH (EXP BUNCH). (21/12/11) CLUSTER  
(21/12/11) BUZZ (ZELDA BUZZ)

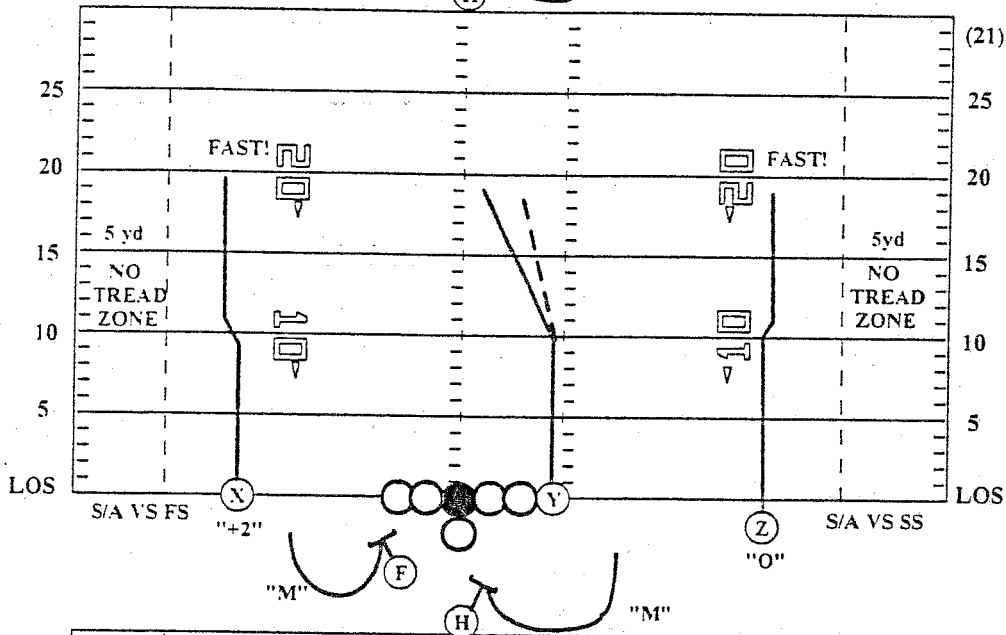
BASE PASS



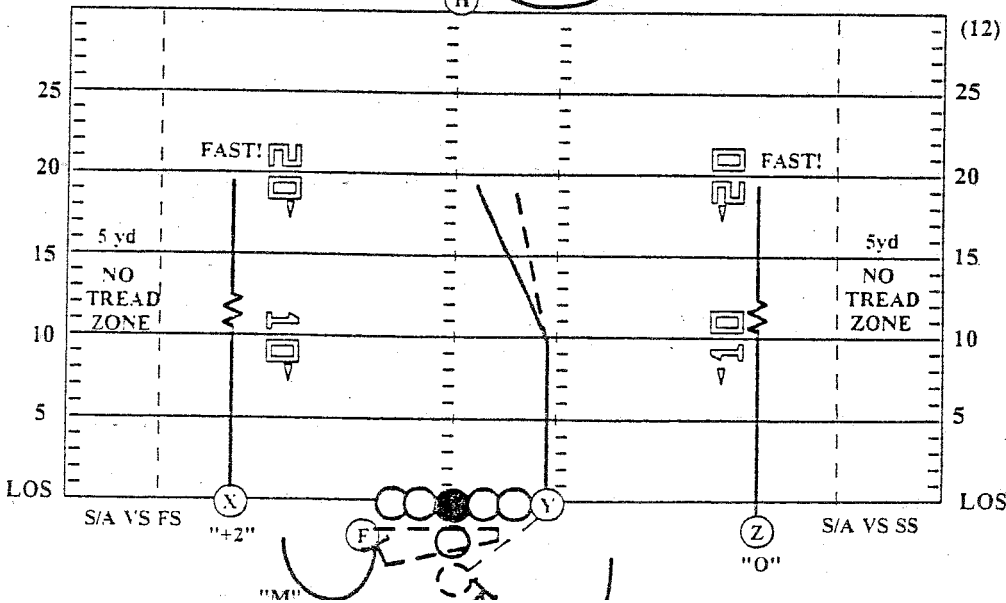
# BASE PASS



(21) (LEAP) WEAK RT  
24 DOUBLE SQUARE  
25 (12) (STEM) FOX RT FP

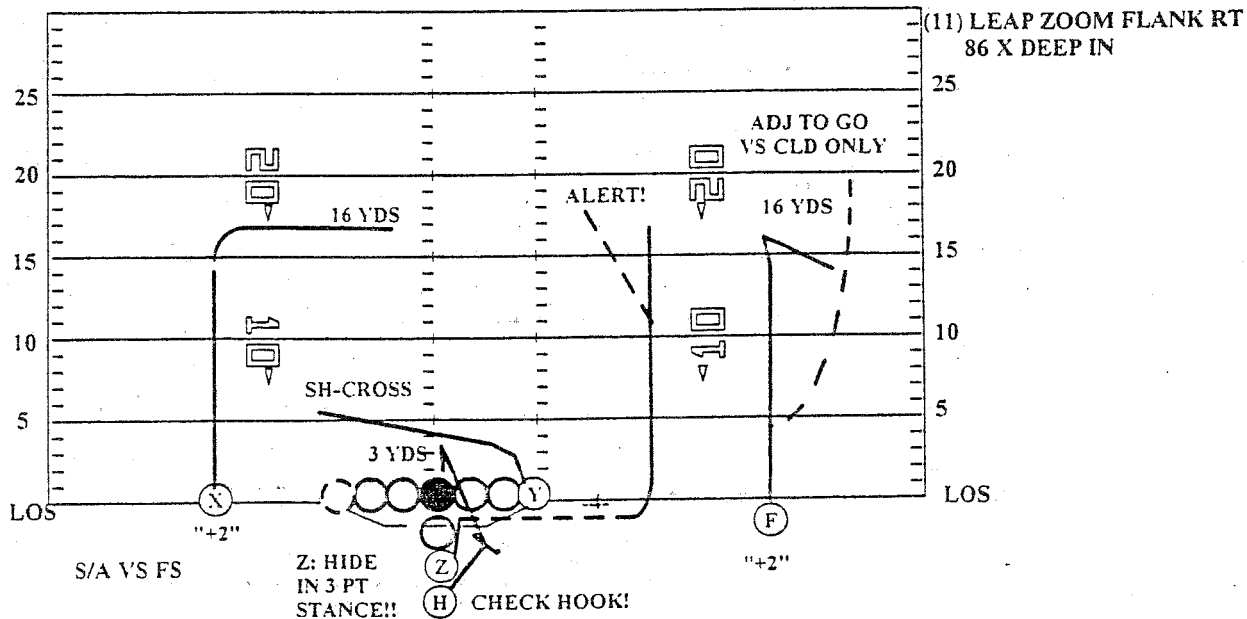
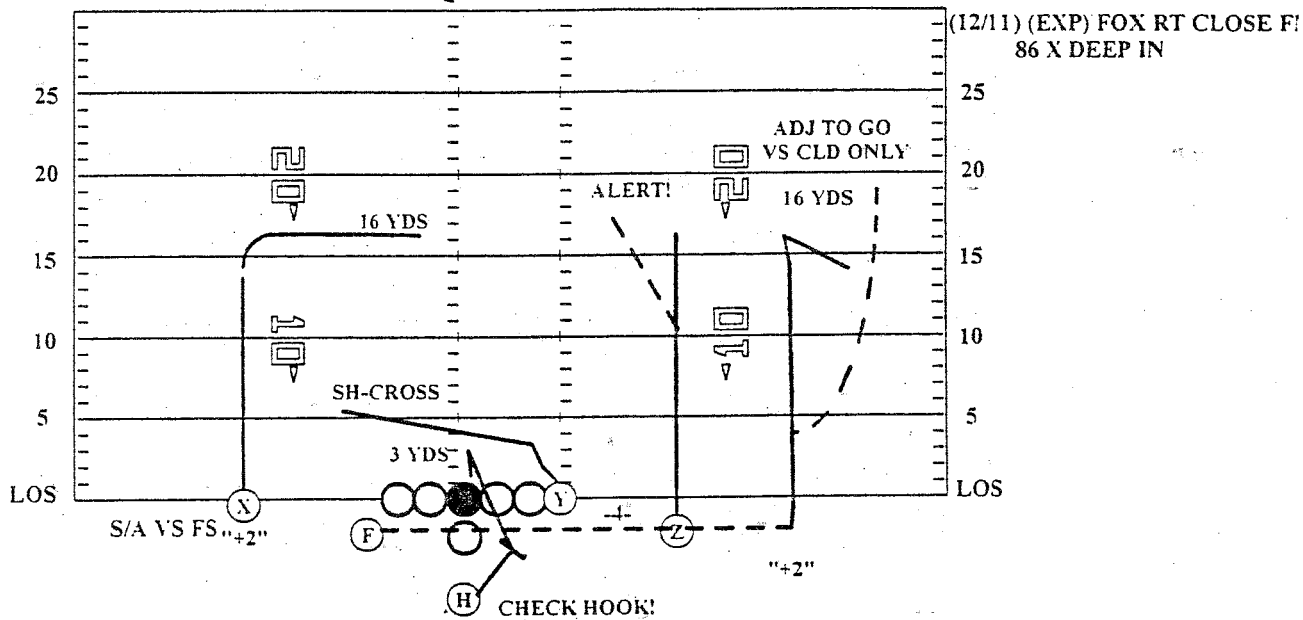
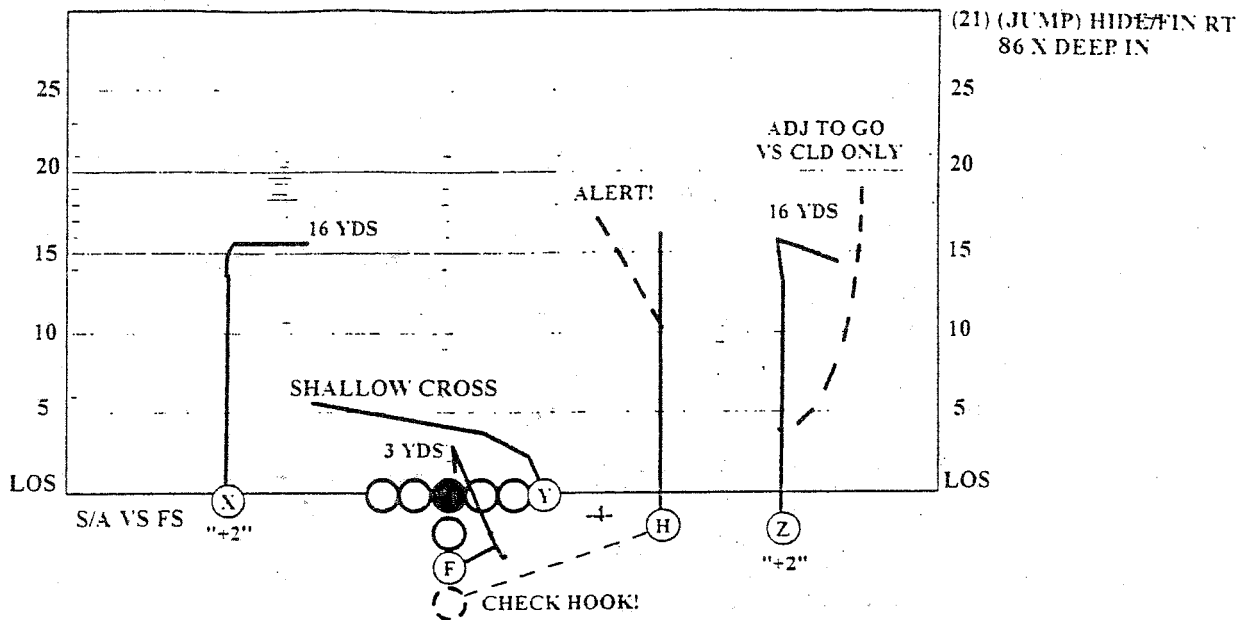


(21) (LEAP) WEAK RT  
24 DOUBLE GO  
25 (12) (STEM) FOX RT FP

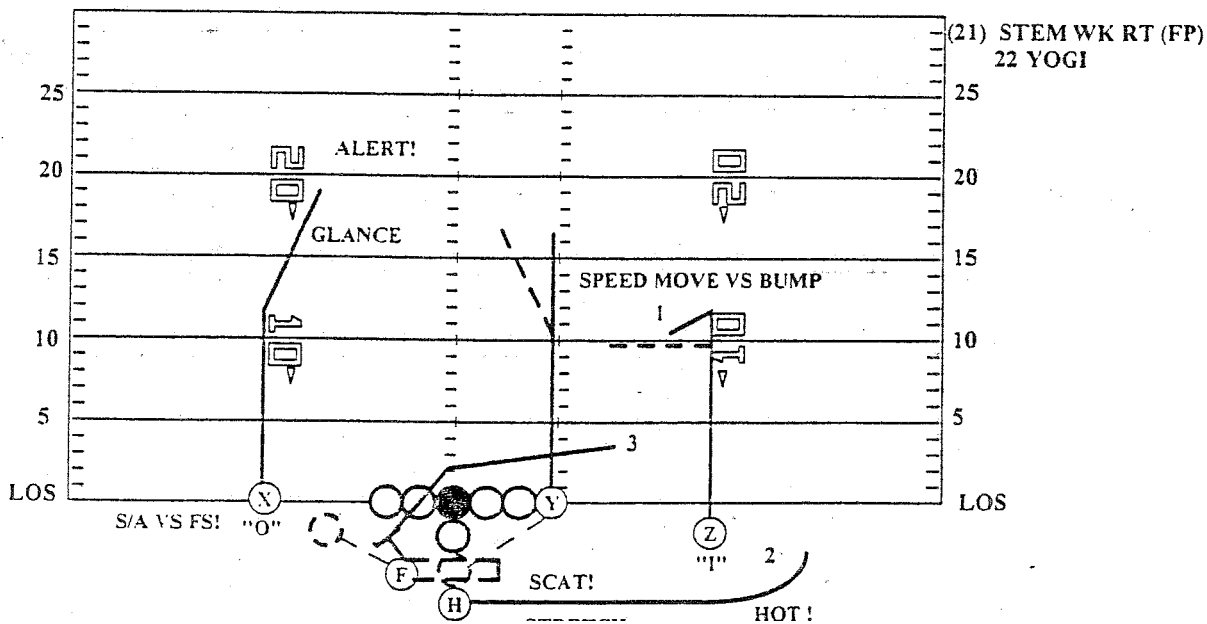
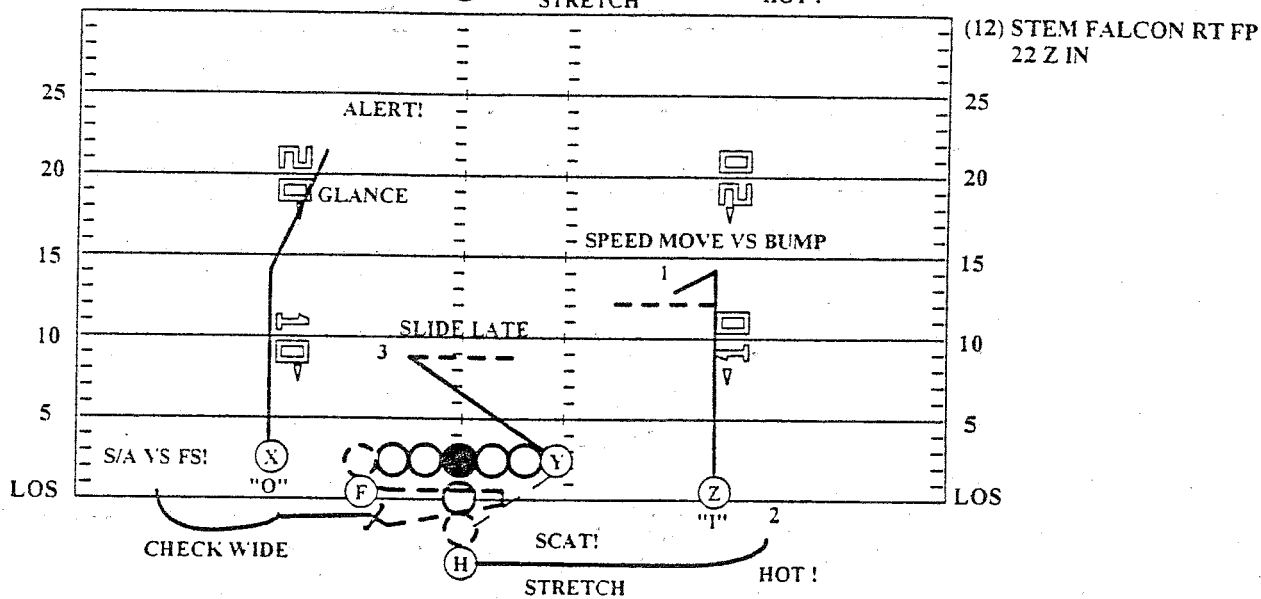
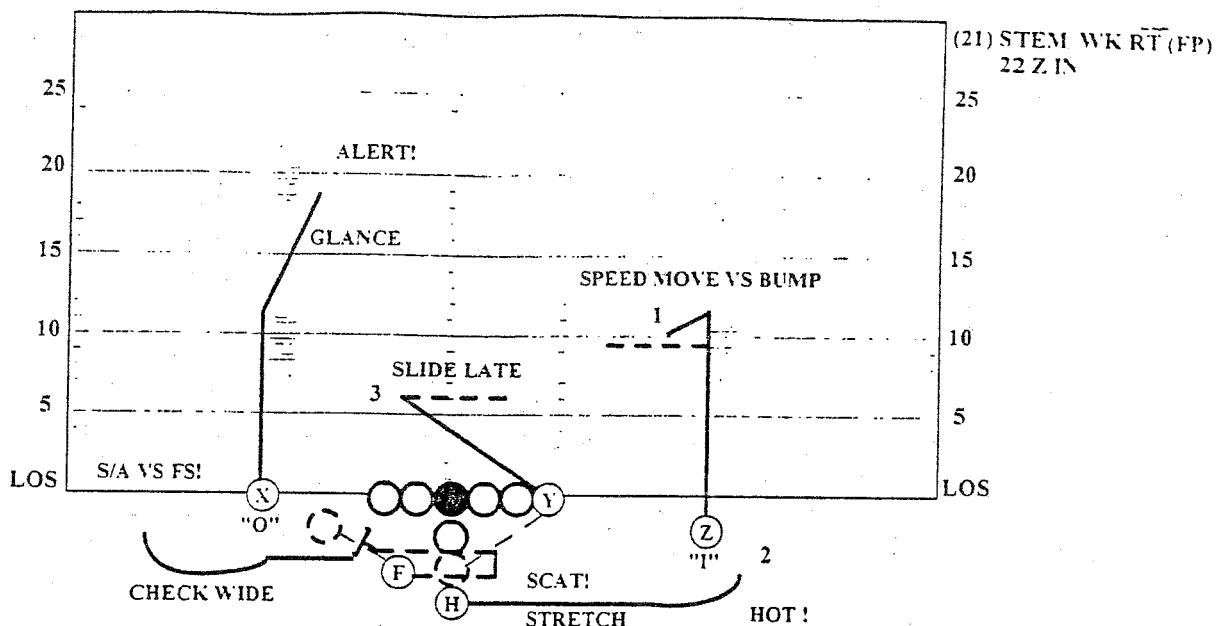


(12) (STEM) FOX RT FP  
24 DBL STRUT  
25 (21) (LEAP) WK RT

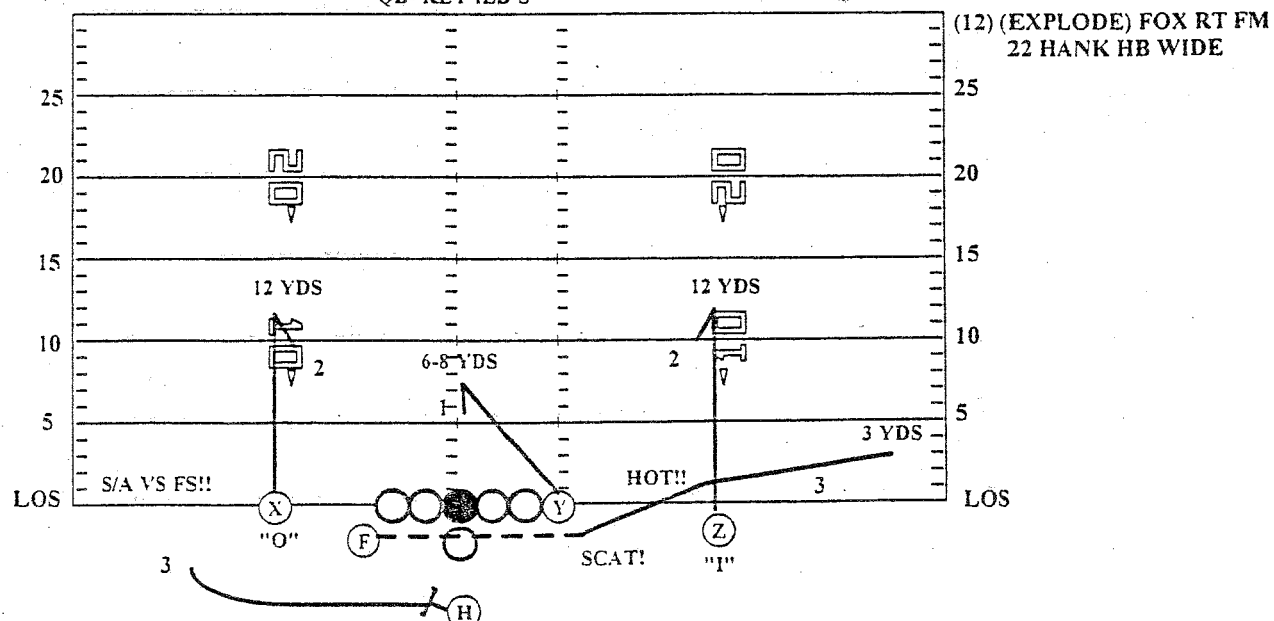
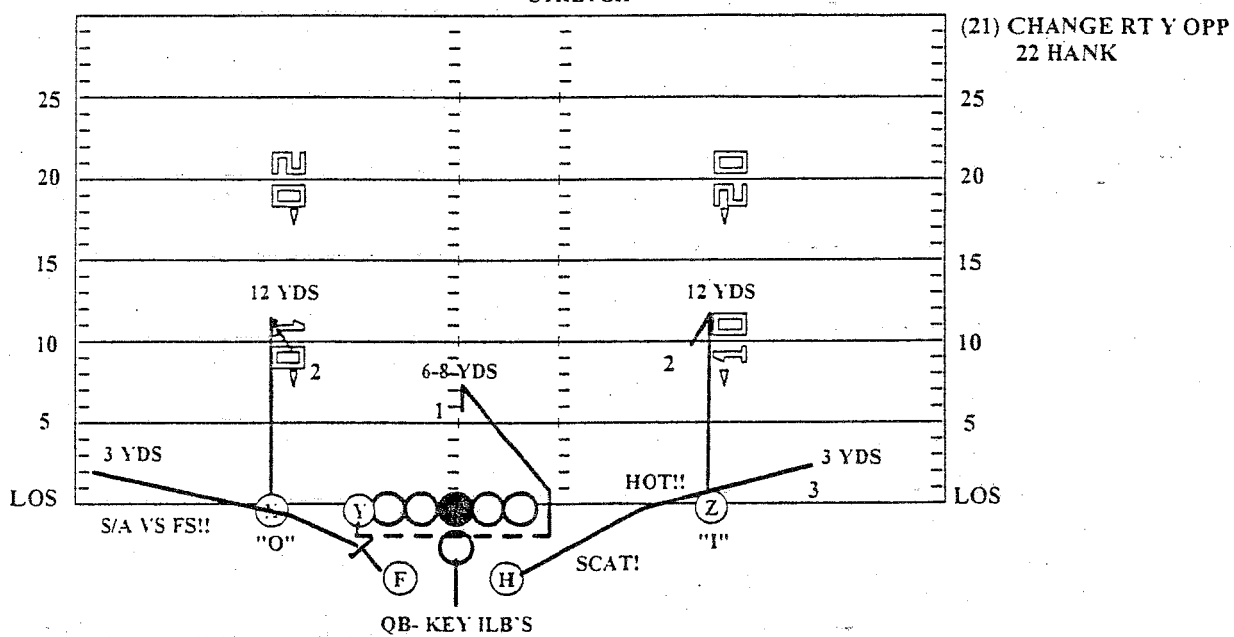
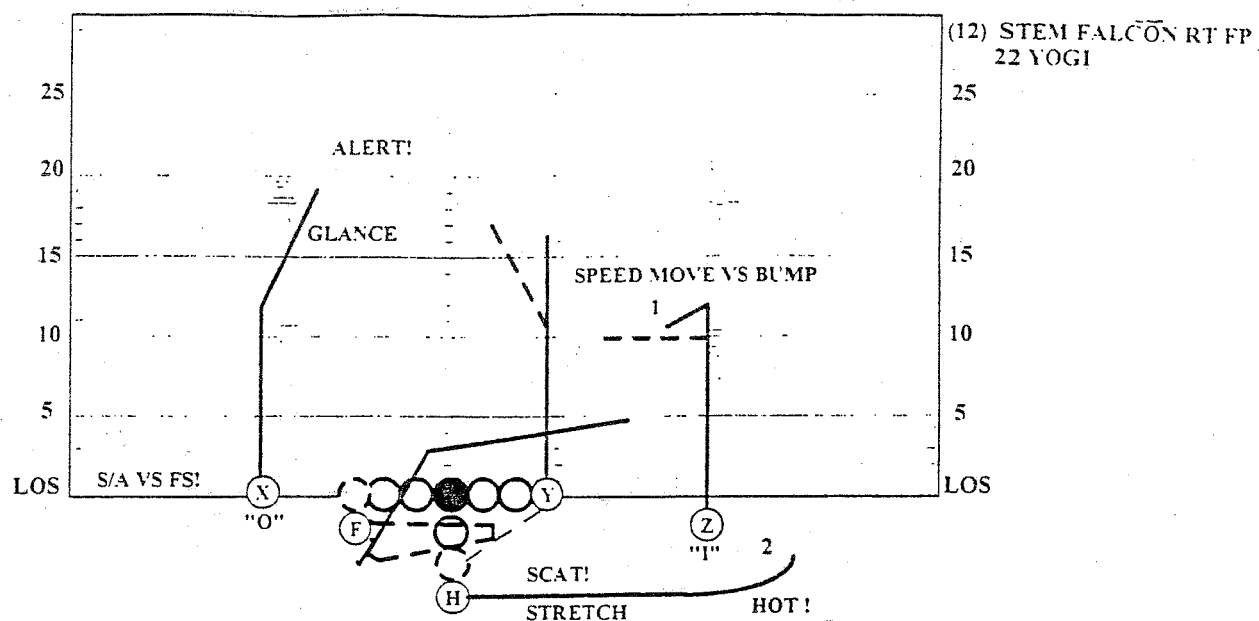
# BASE PASS



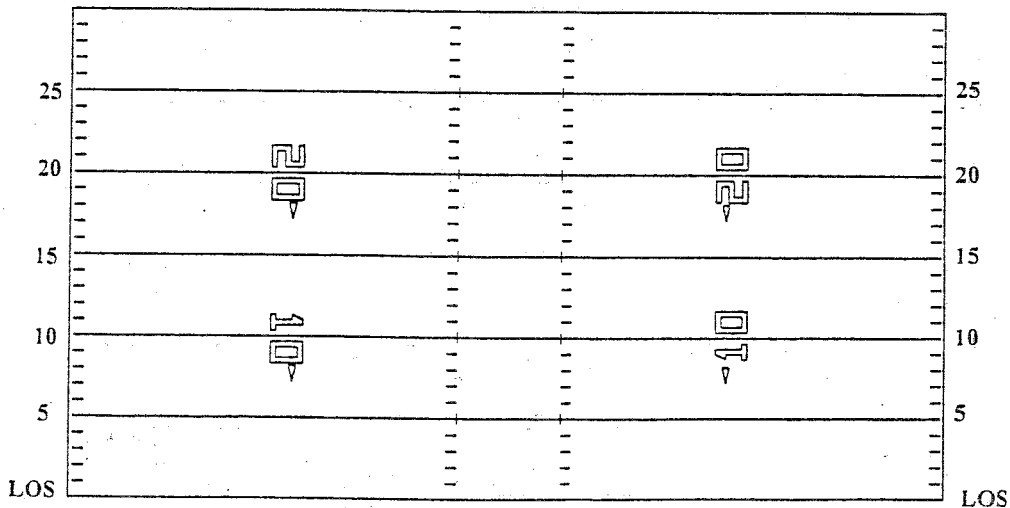
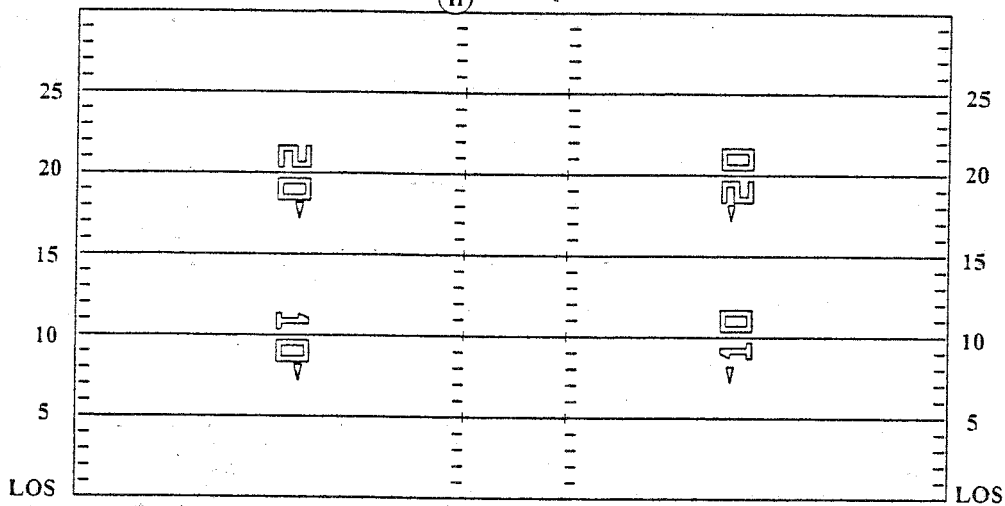
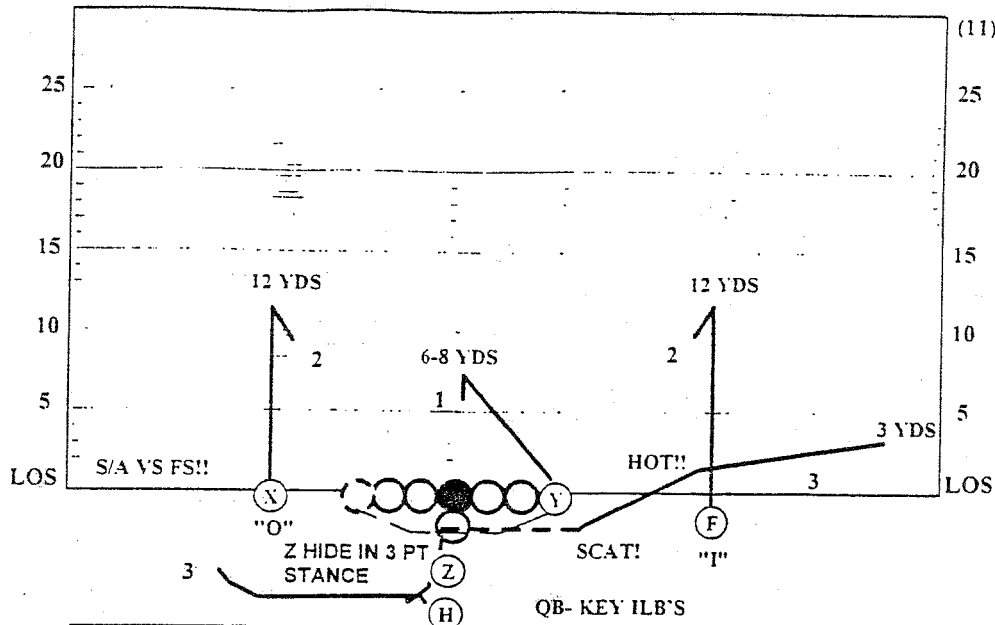
## BASE PASS



BASE PASS

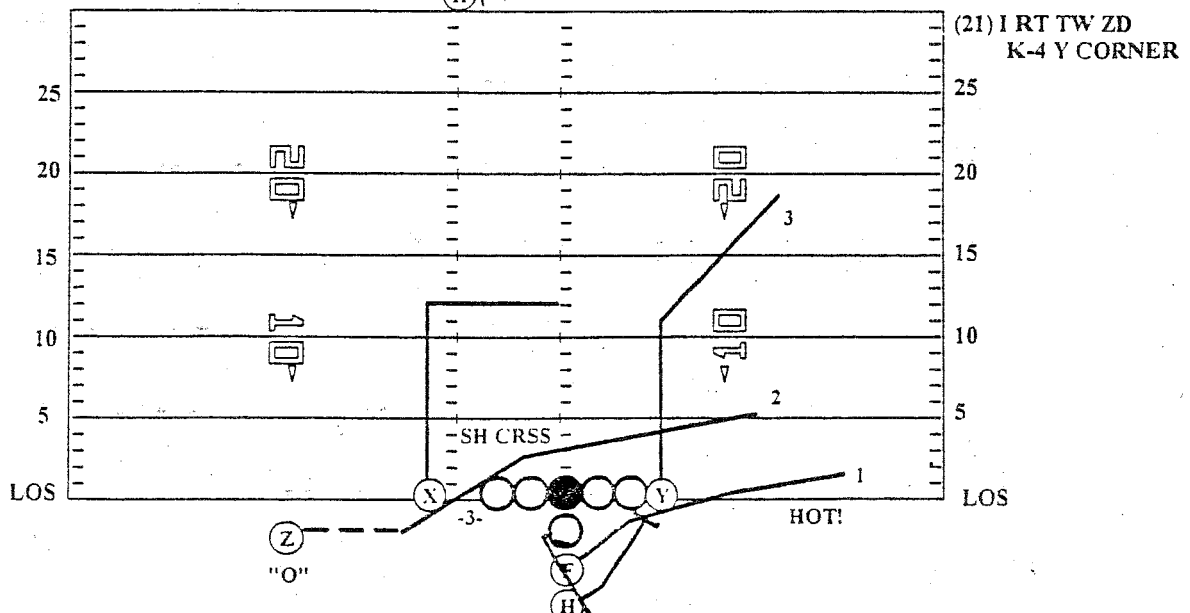
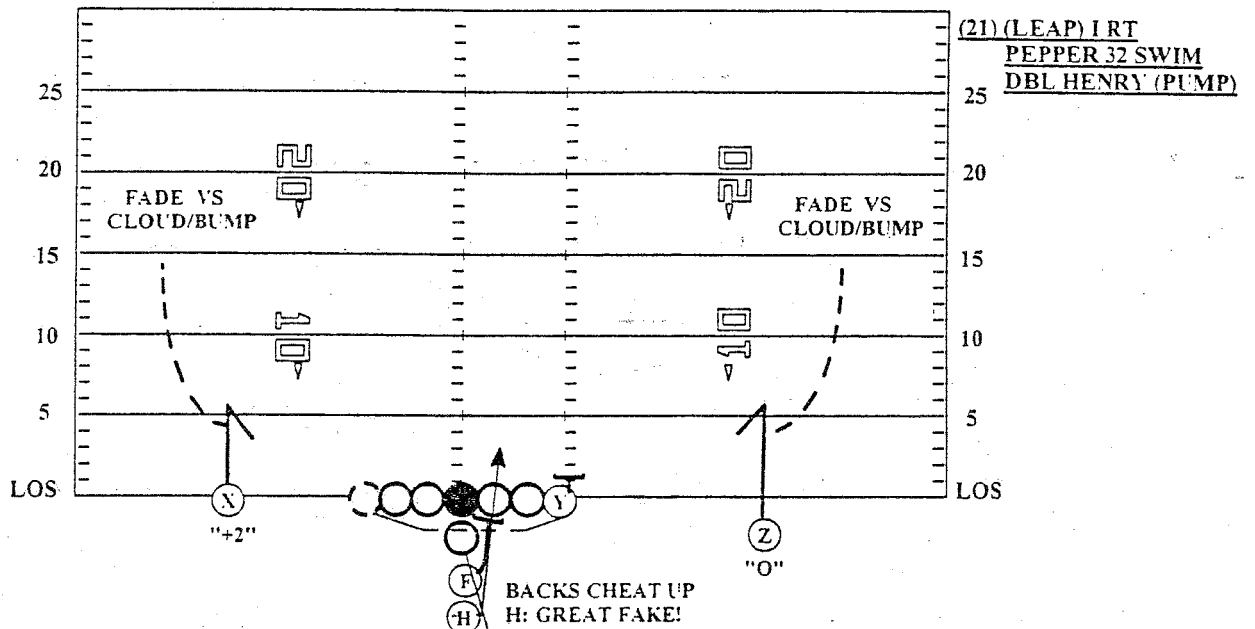
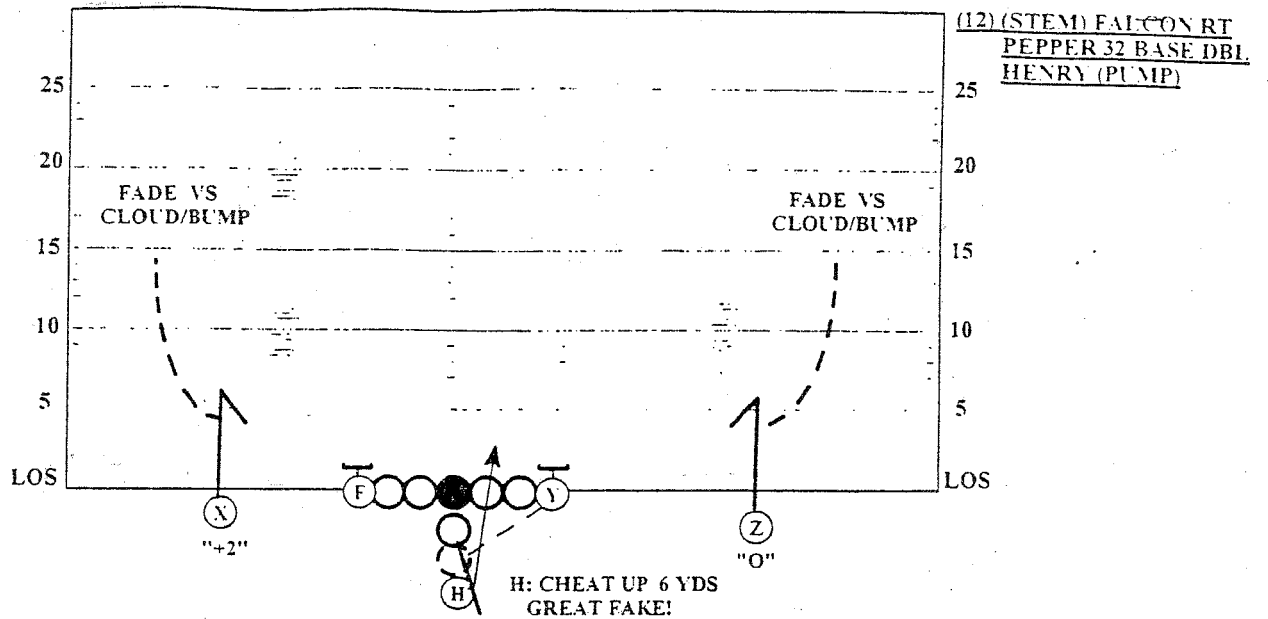


# BASE PASS

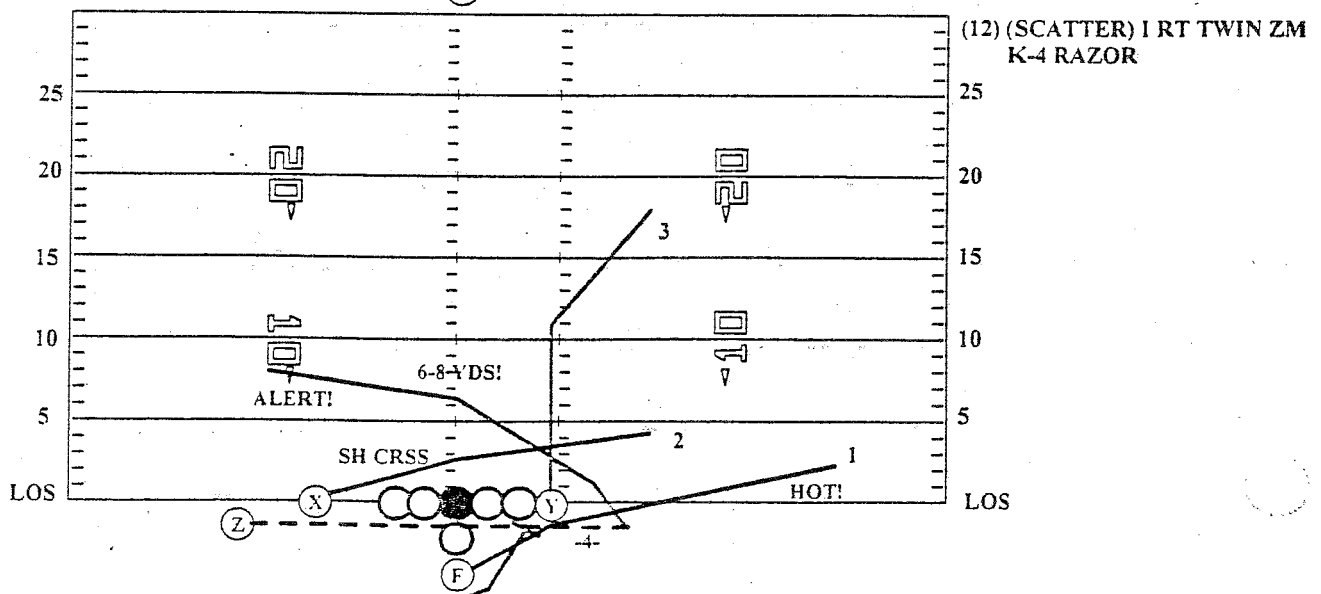
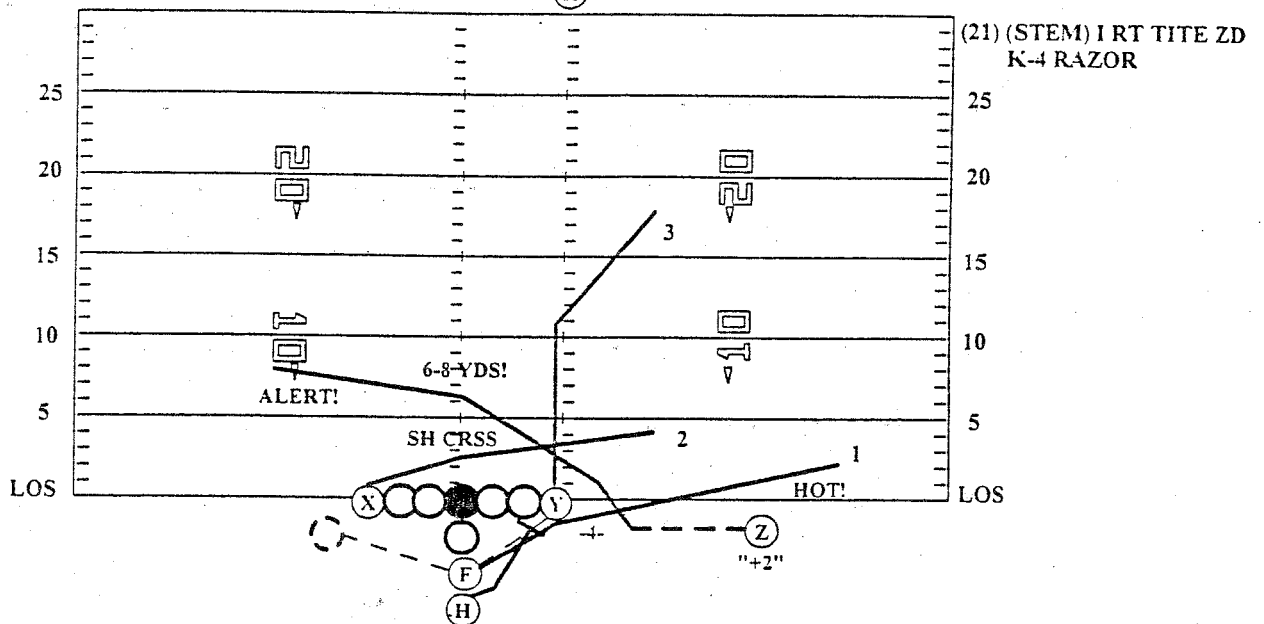
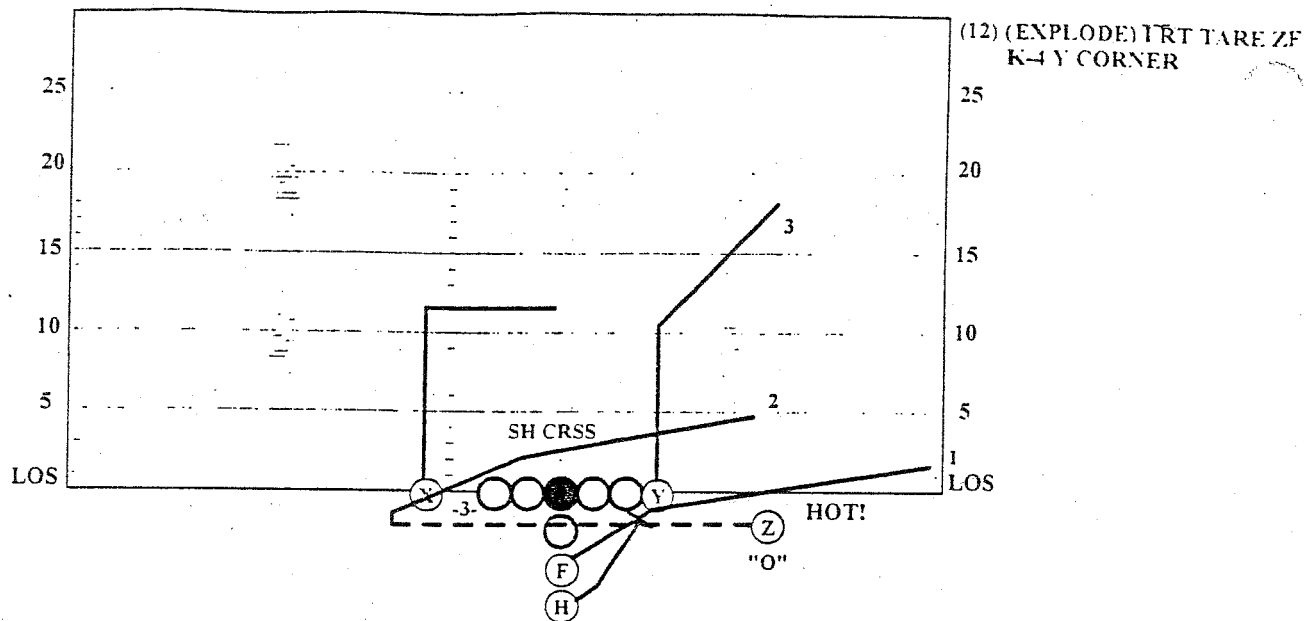




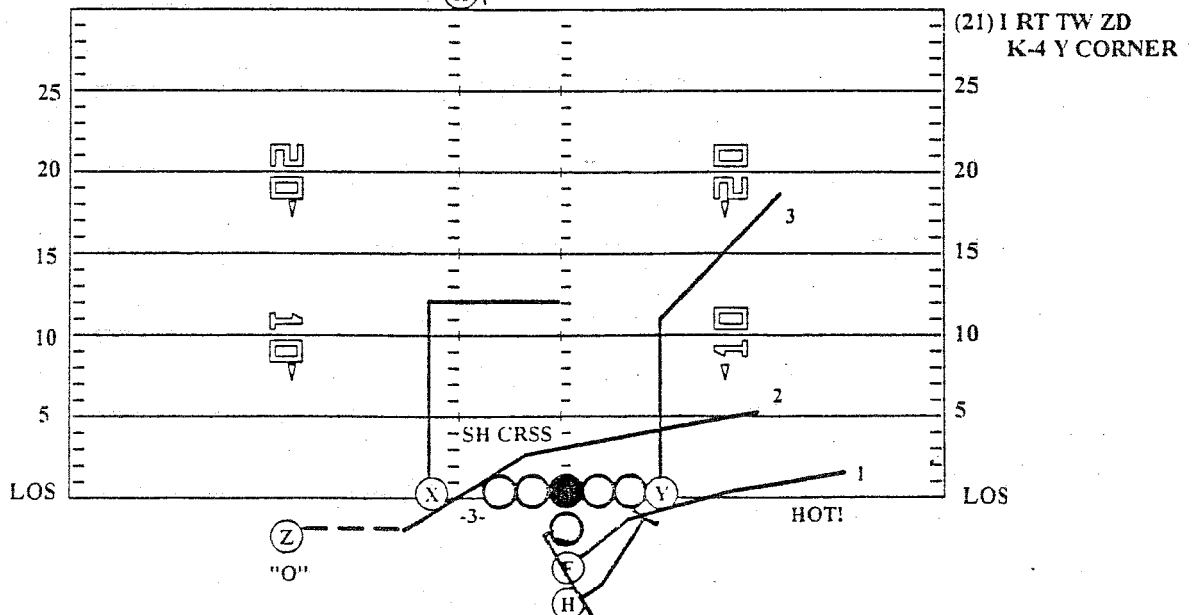
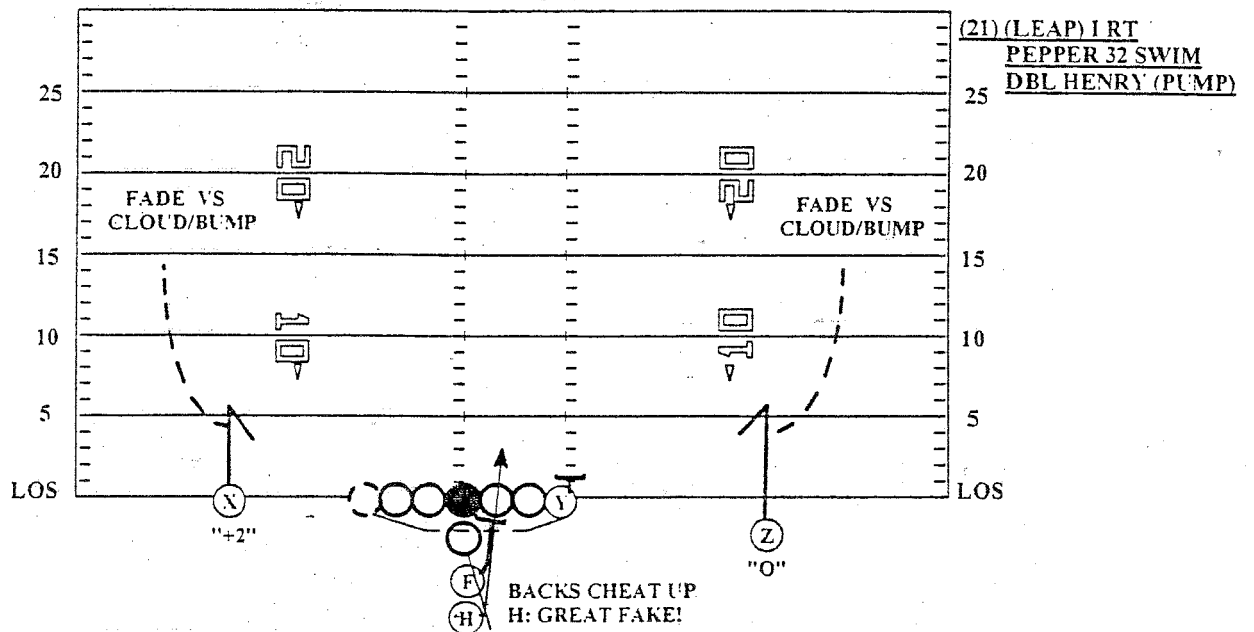
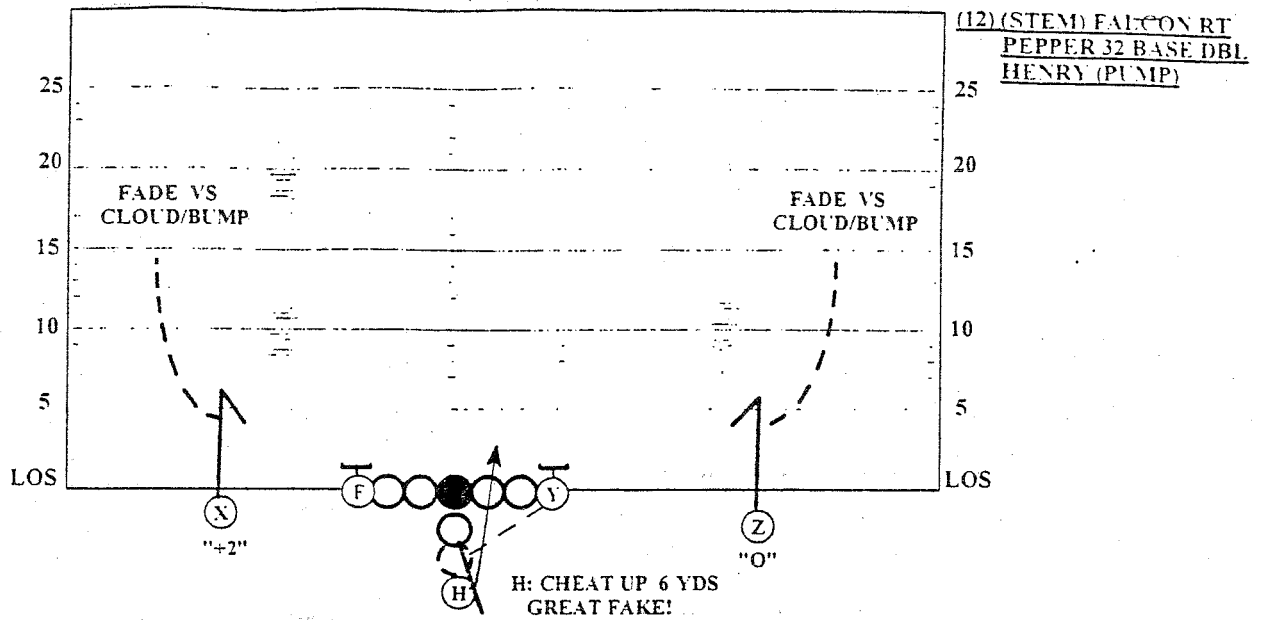
# PLAY ACTION



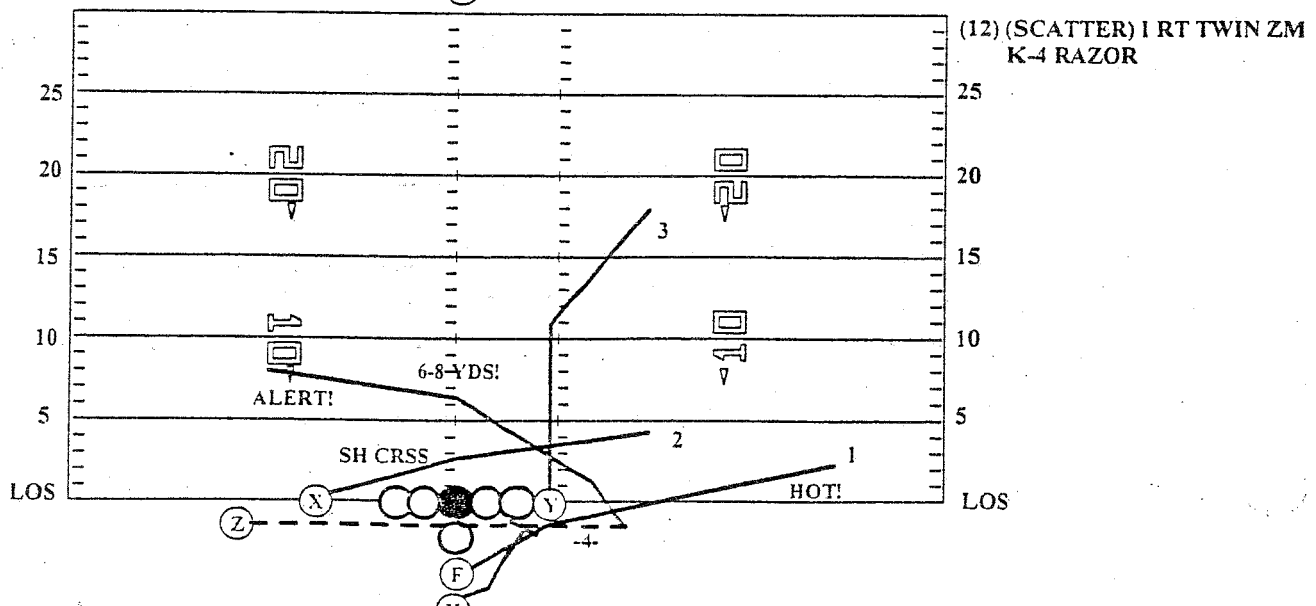
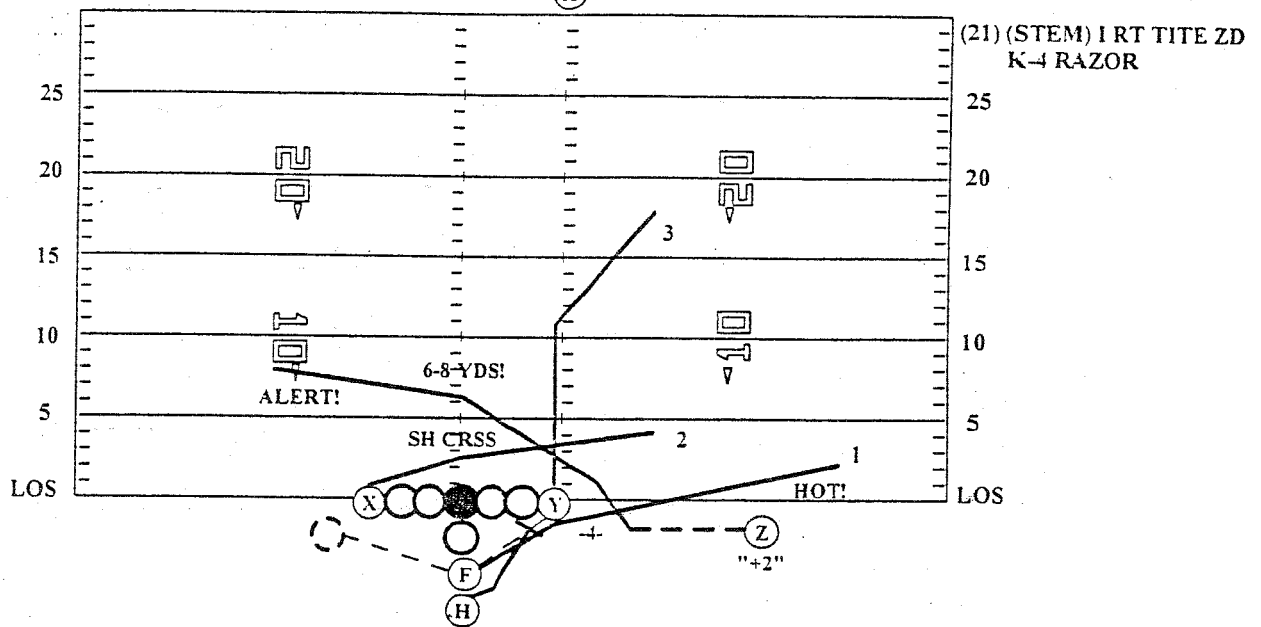
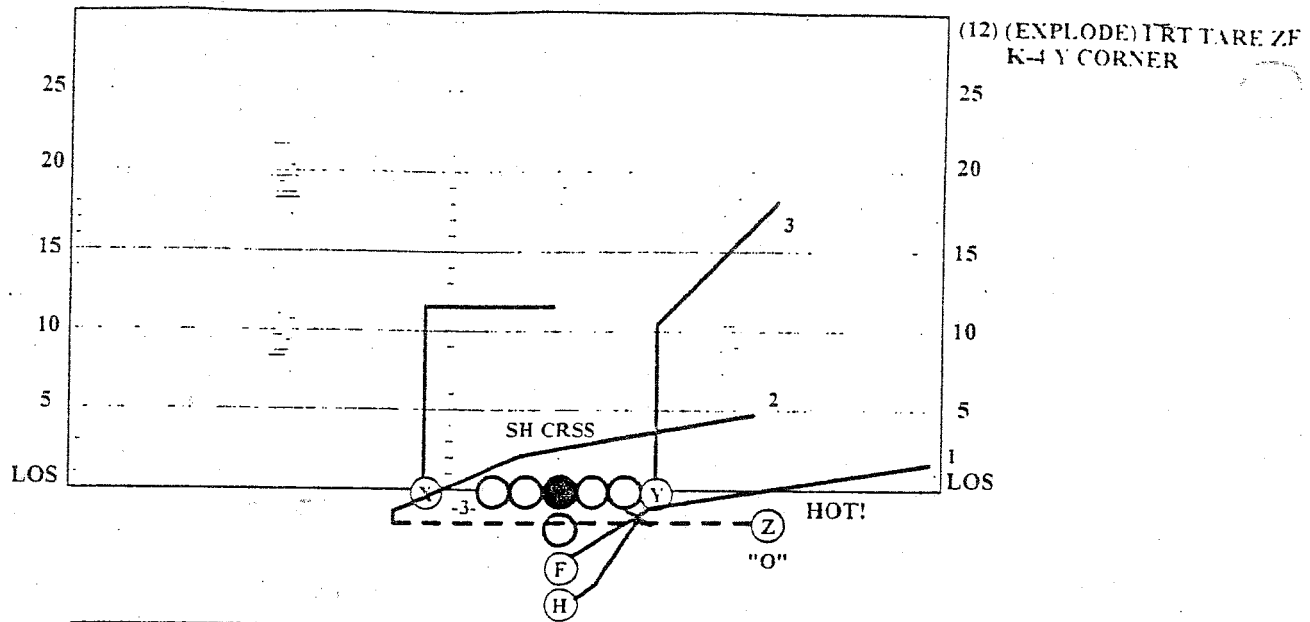
## PLAY ACTION



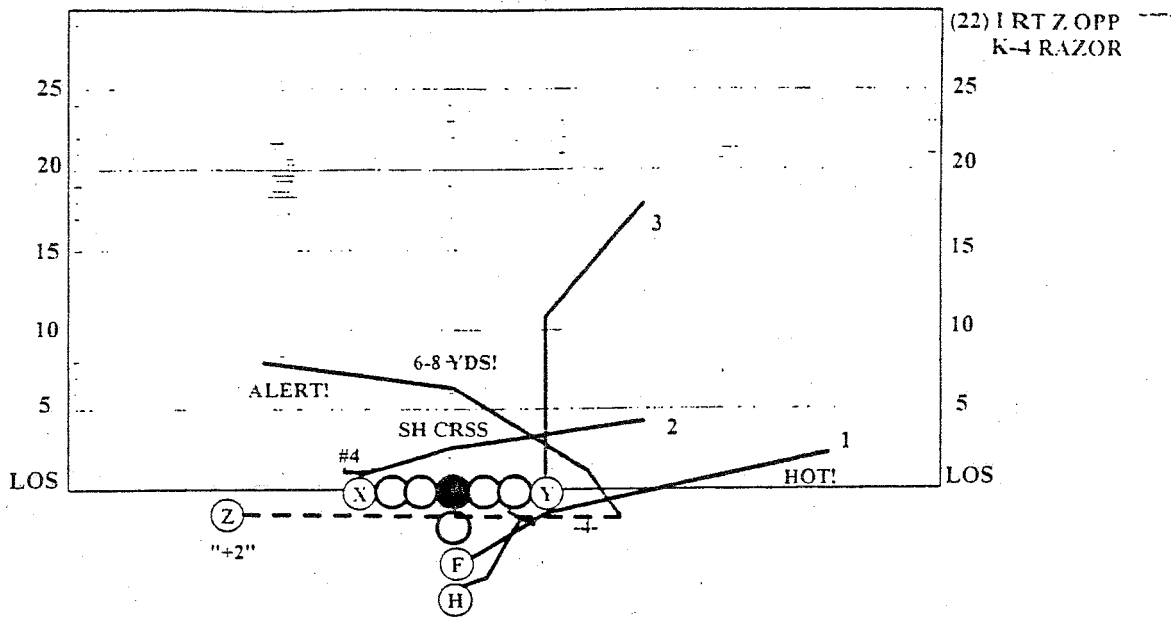
# PLAY ACTION



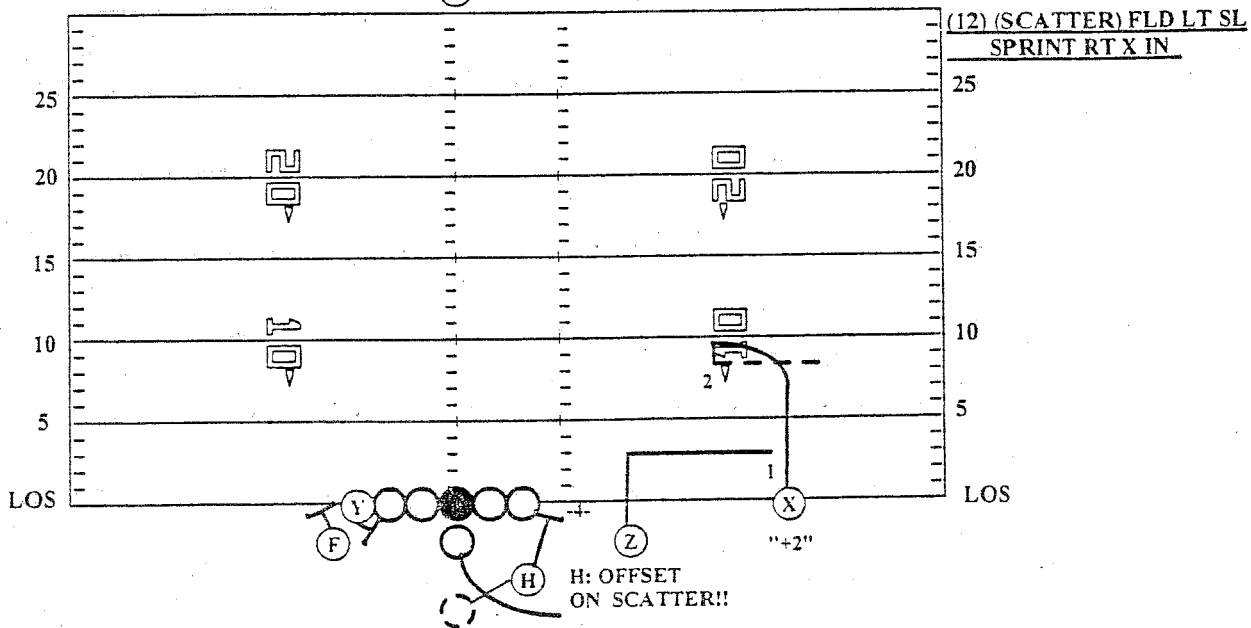
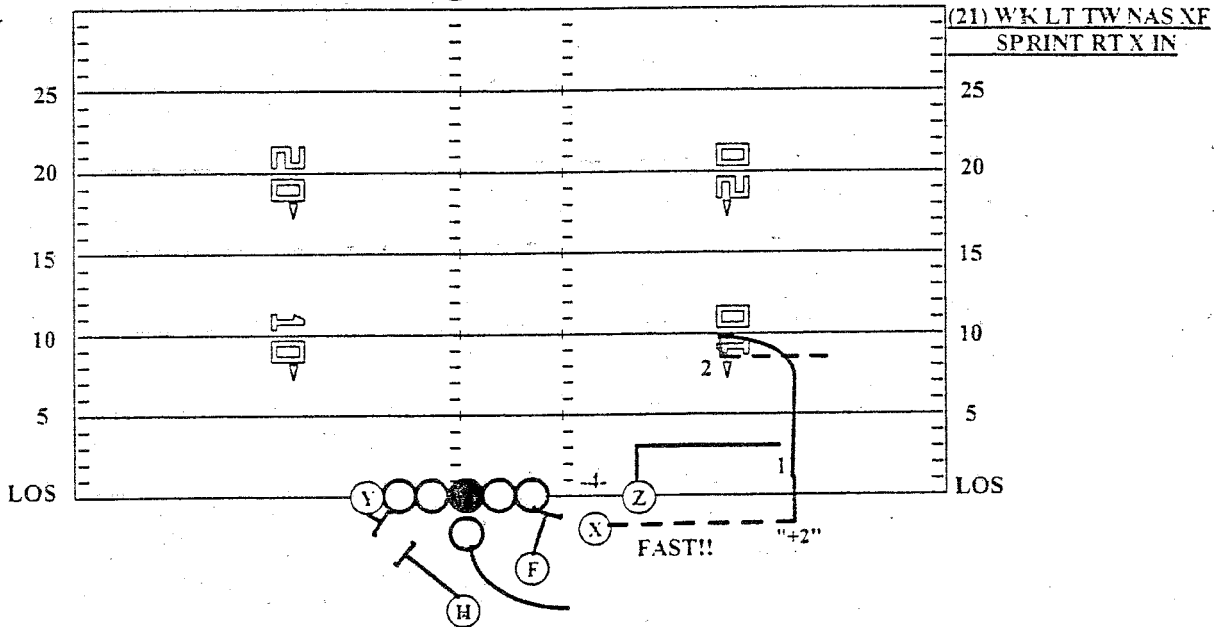
## PLAY ACTION



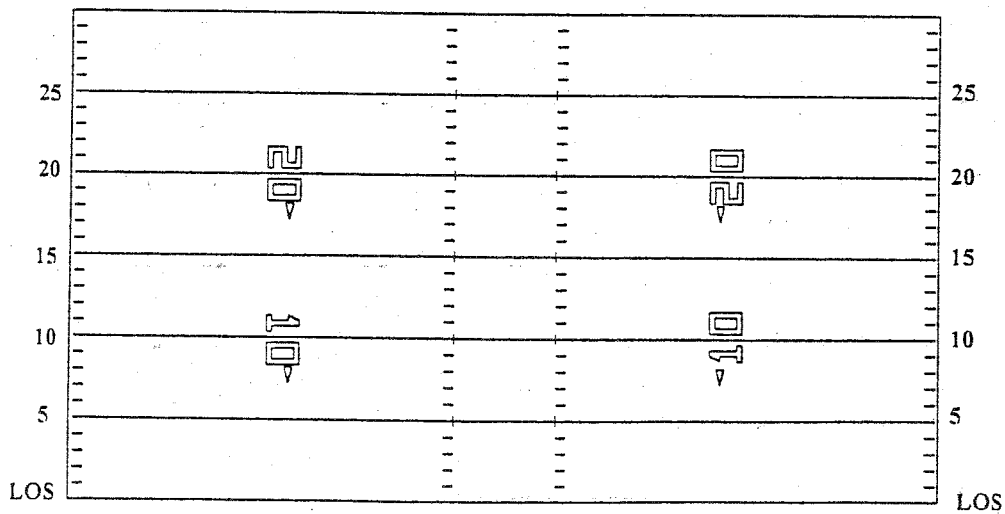
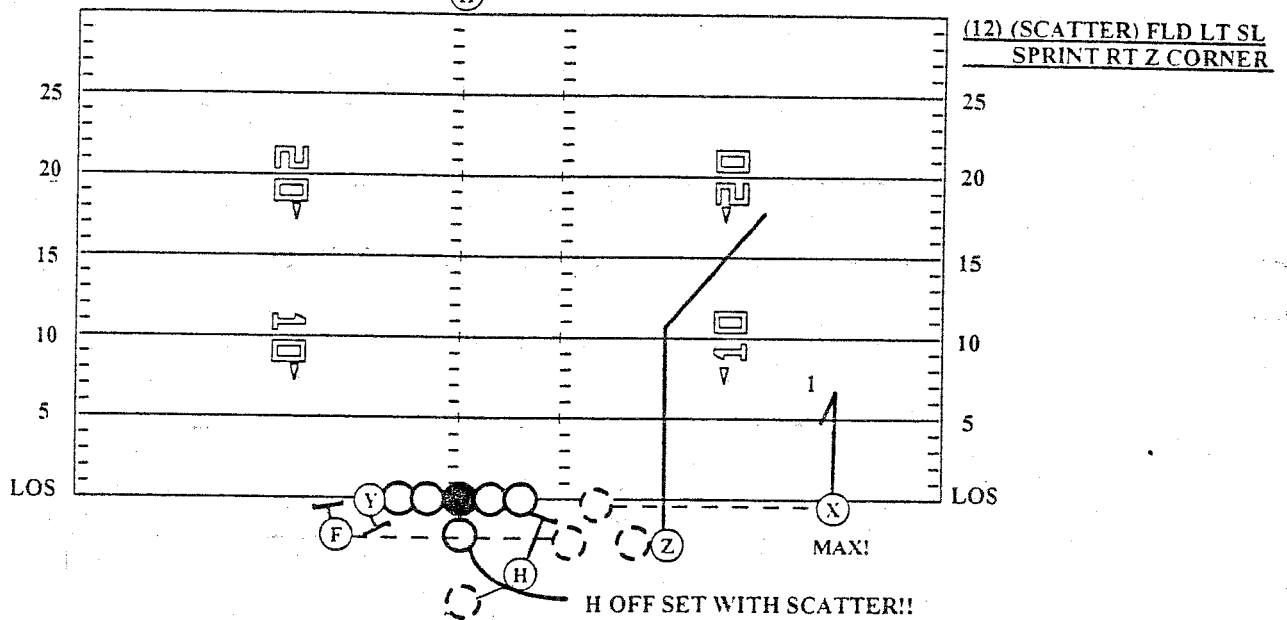
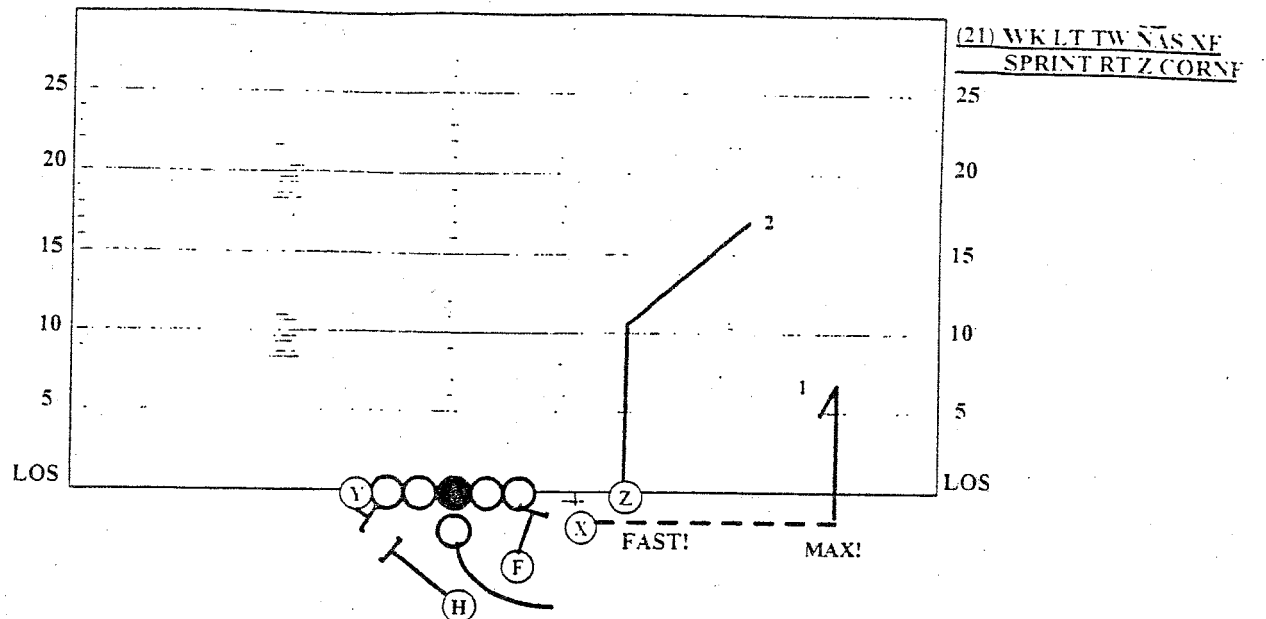
## PLAY ACTION



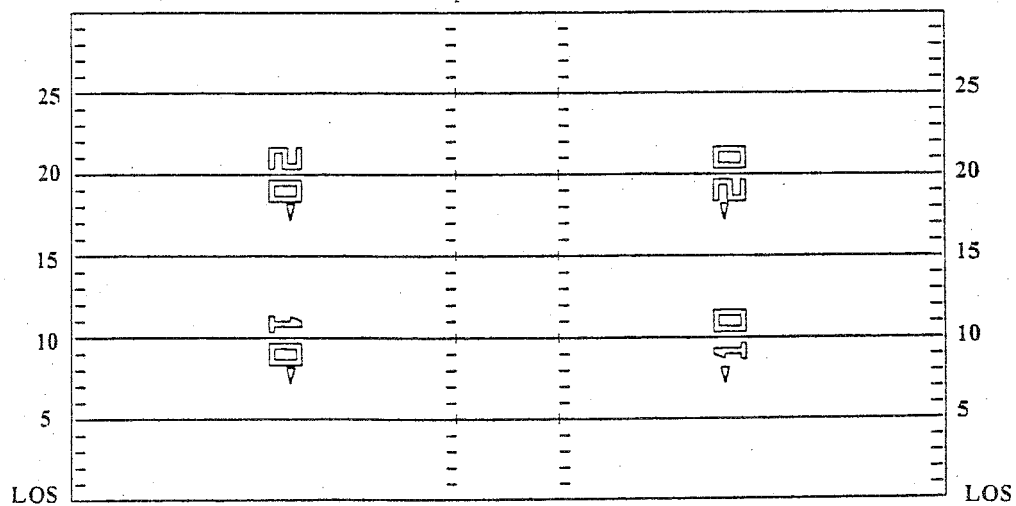
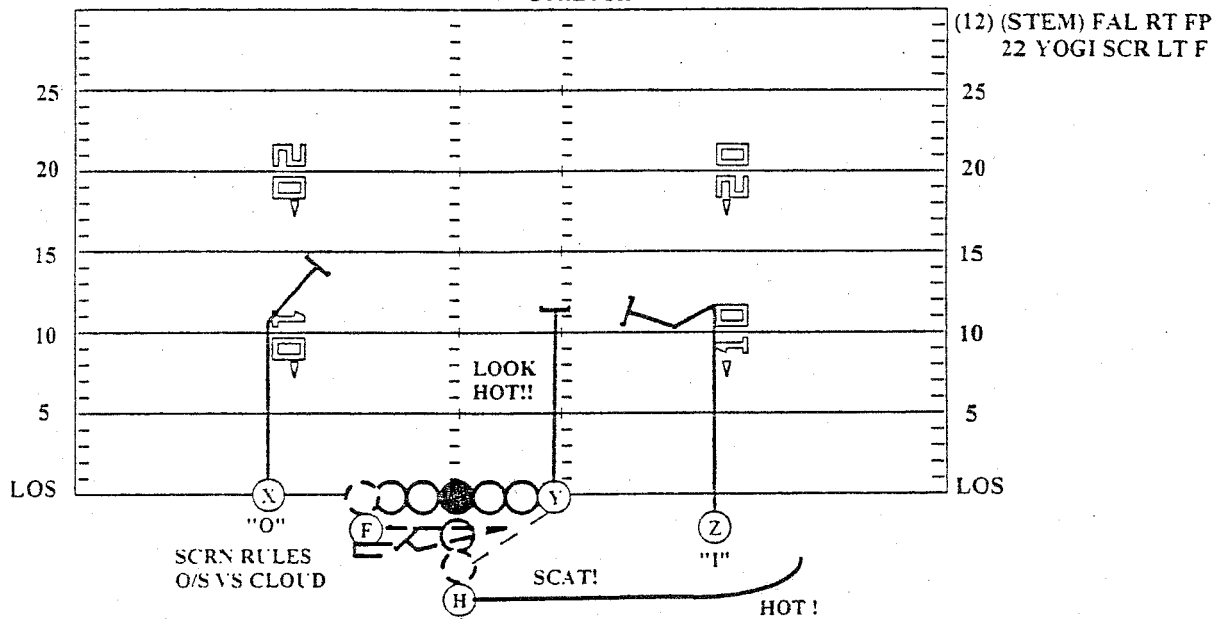
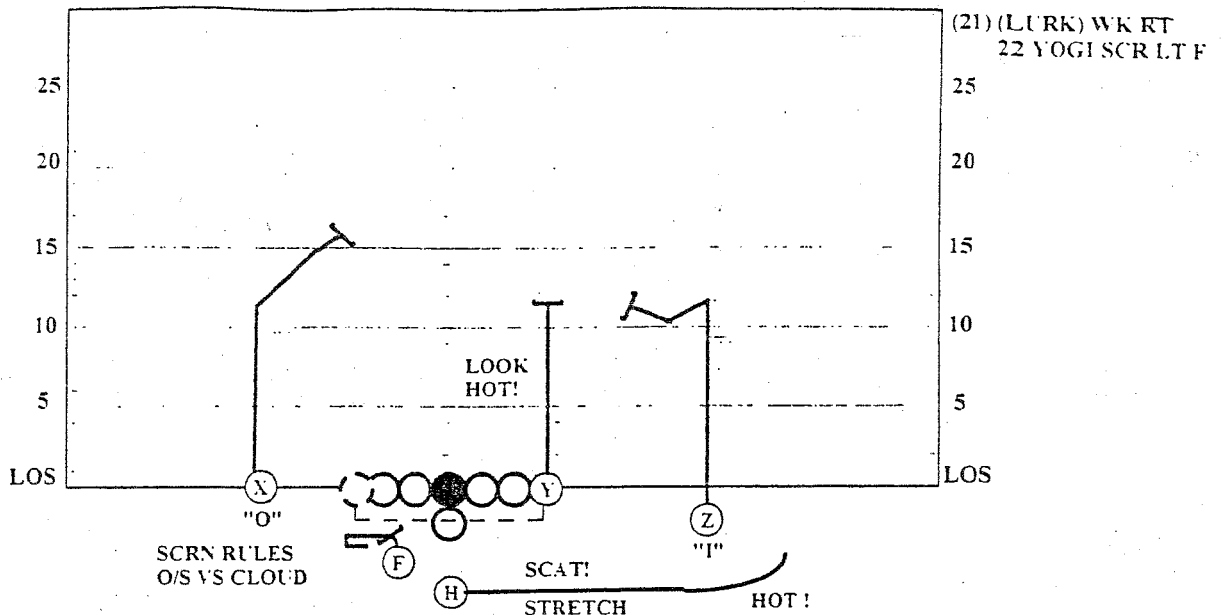
## ACTION



# ACTION

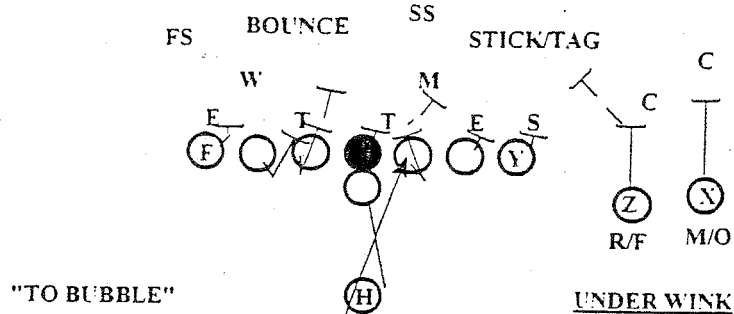


# SCREENS

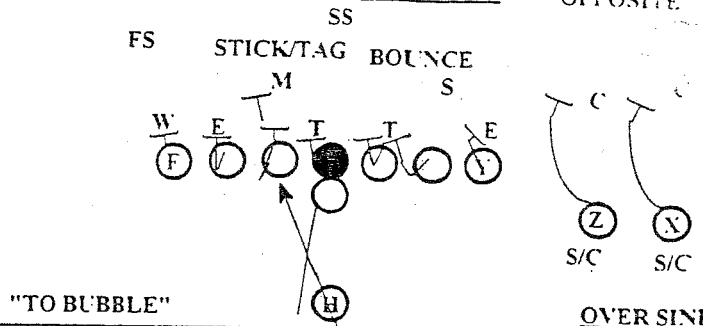


# 32 (33) BASE

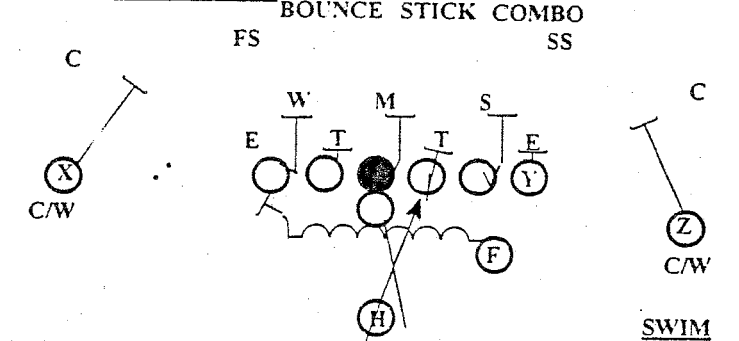
(12) STEM FAL RT EXTRA "ALERT" 32 BASE



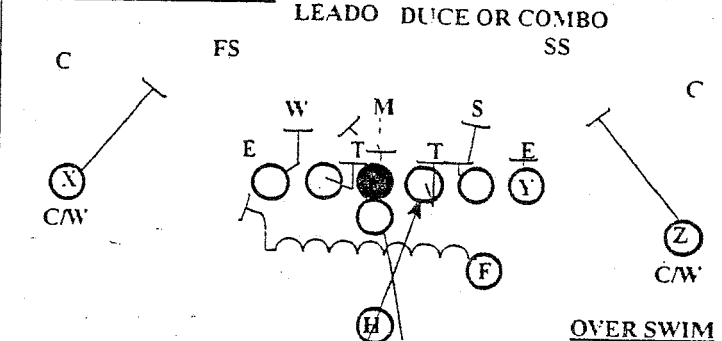
(12) STEM FAL RT EXTRA "ALERT" 32 BASE



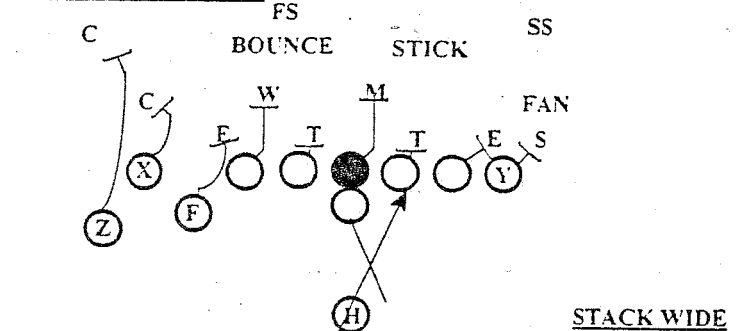
(21/12) STEM STR RT FF



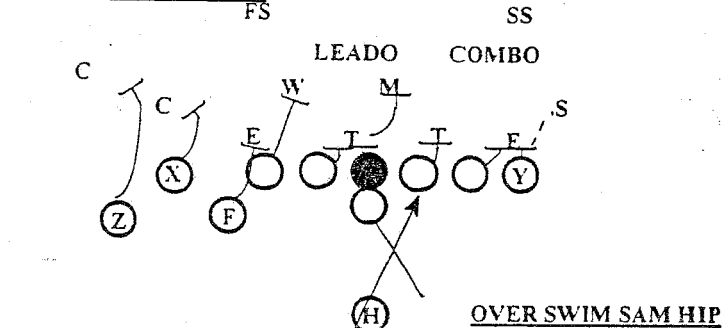
(21/12) STEM STR RT FF



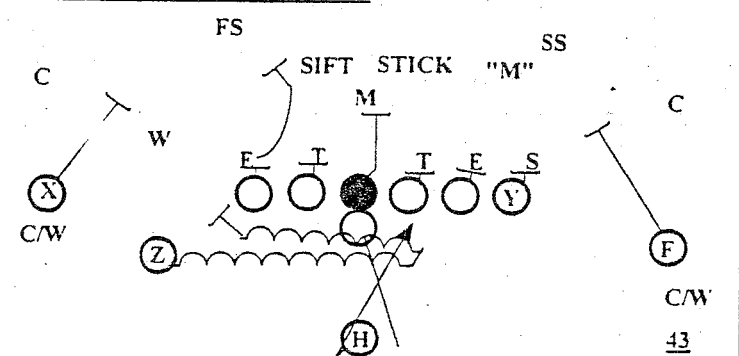
(21/12/11) CLUSTER RT



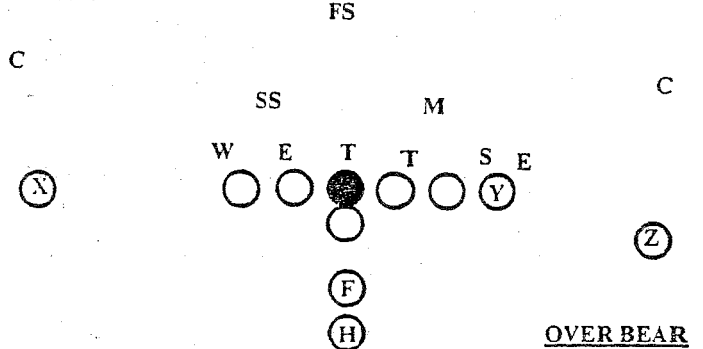
(21/12/11) CLUSTER RT



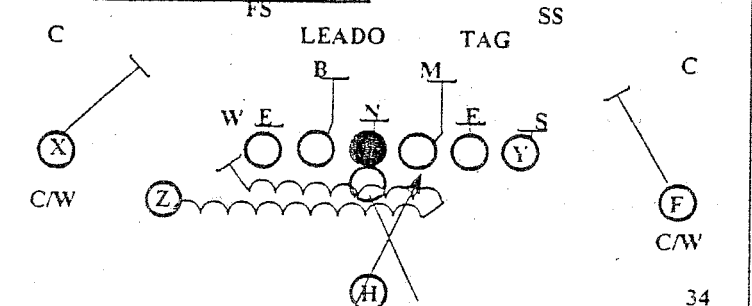
(21/12/11) JUMP FUL RT ZP TITE



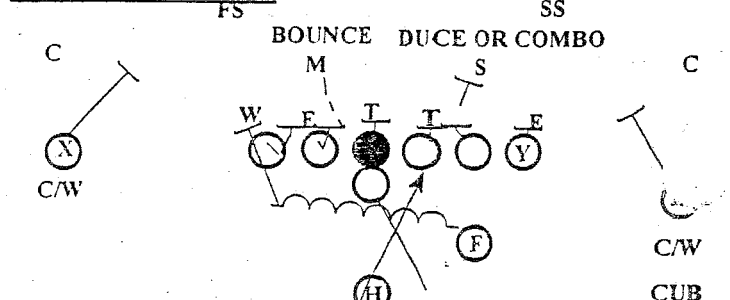
N/A



(21/12/11) JUMP FUL RT ZP TITE

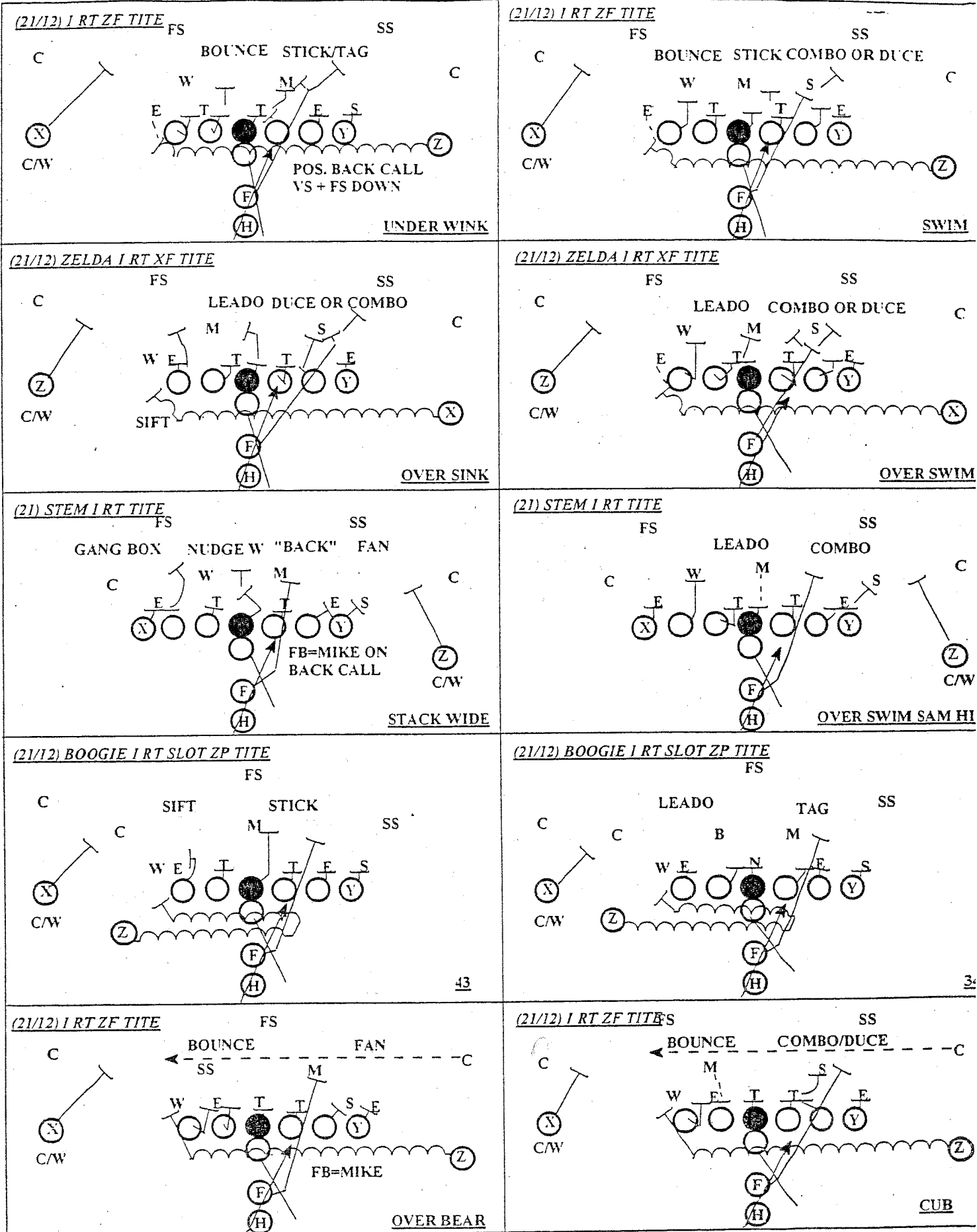


(21/12) STEM STR RT FF



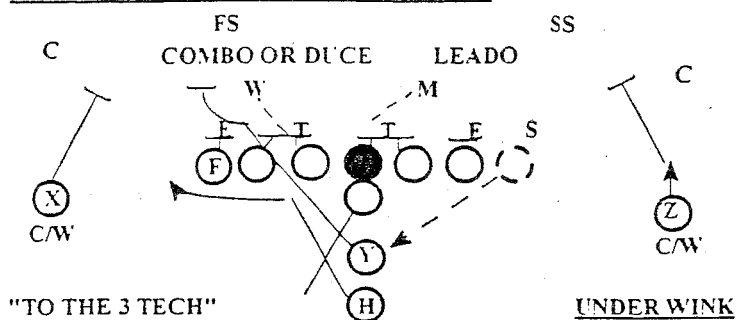


# 32 (33) BUSTER

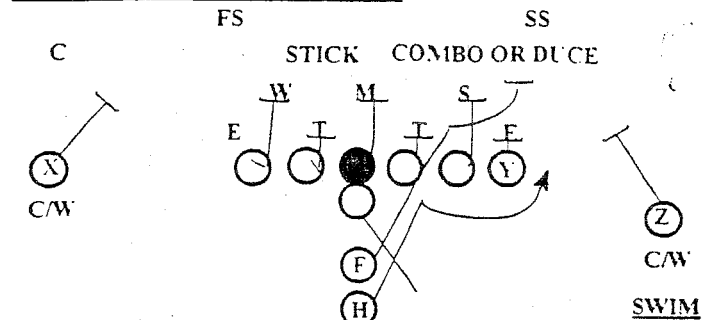


# 32 (33) BUSTER BOUNCE

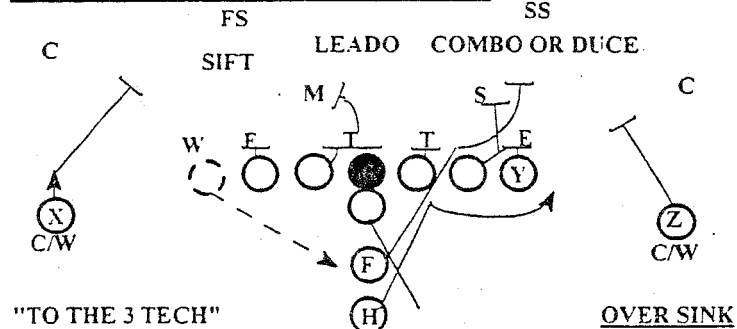
(12) FAL RT "ALERT" 32 BUSTER BOUNCE



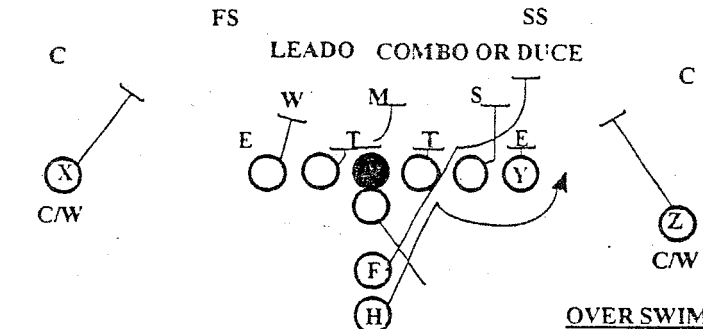
IRT "ALERT" 32 BUSTER BOUNCE



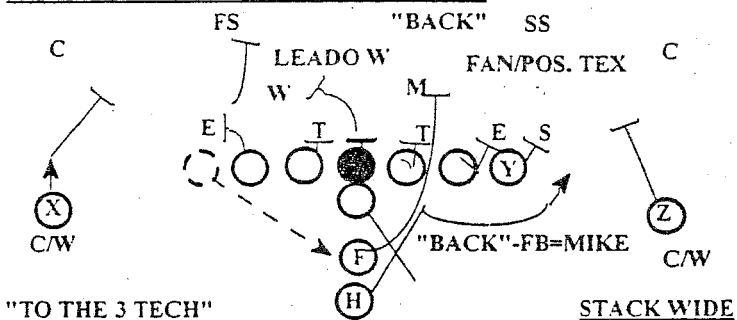
(12) FAL RT "ALERT" 32 BUSTER BOUNCE



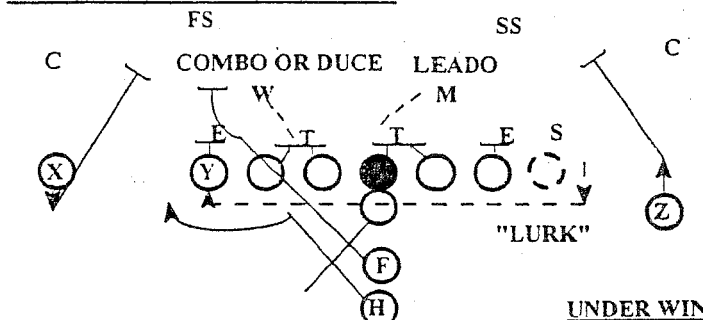
IRT "ALERT" 32 BUSTER BOUNCE



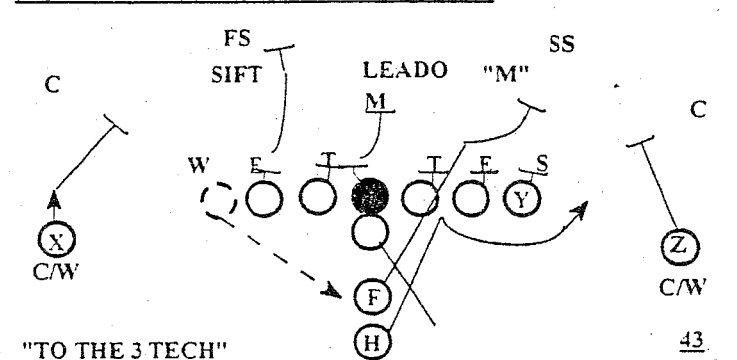
(12) FAL RT "ALERT" 32 BUSTER BOUNCE



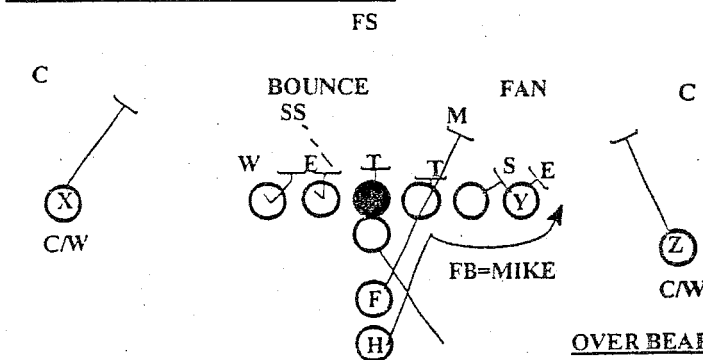
IRT "ALERT" 32 BUSTER BOUNCE



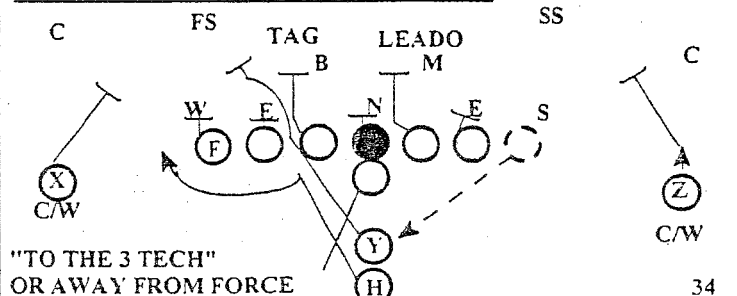
(12) FAL RT "ALERT" 32 BUSTER BOUNCE



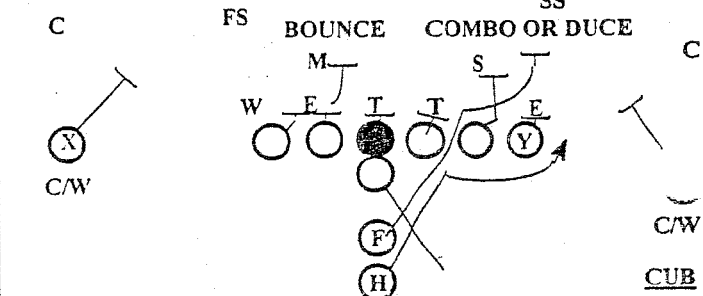
IRT "ALERT" 32 BUSTER BOUNCE



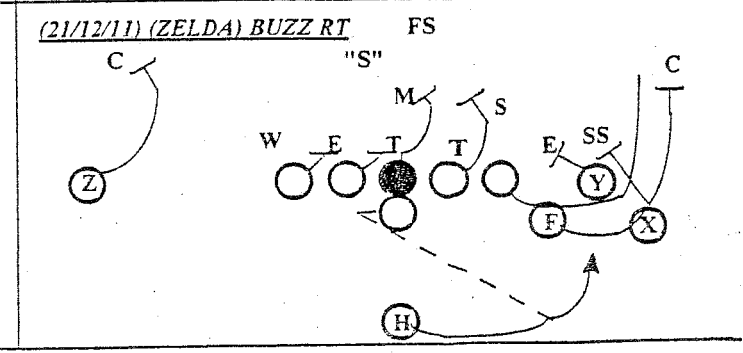
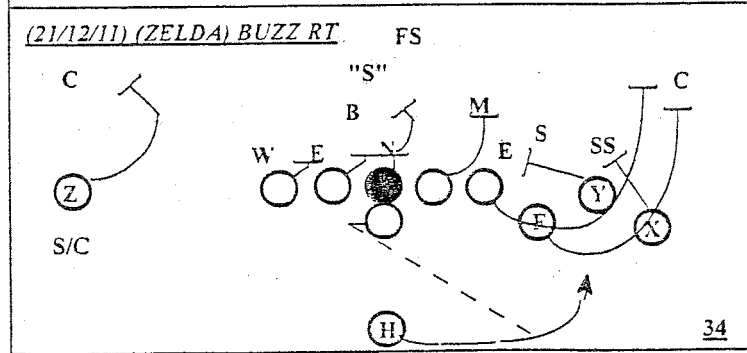
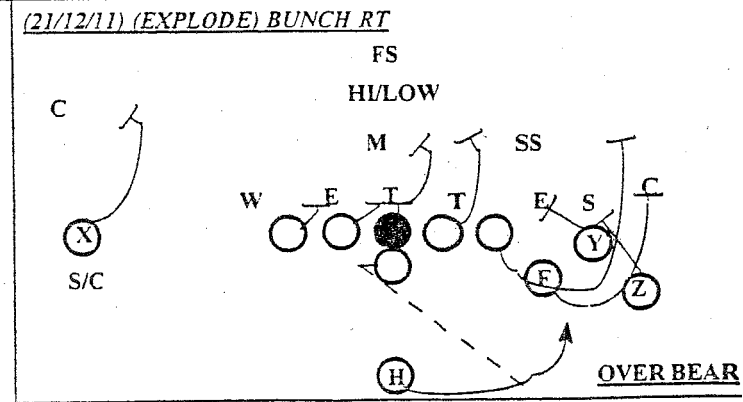
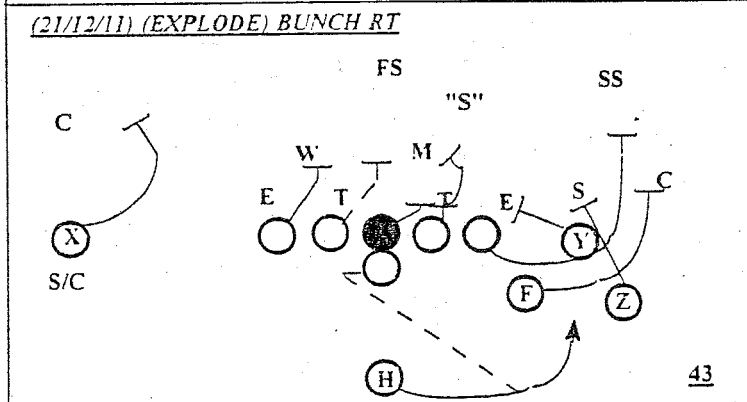
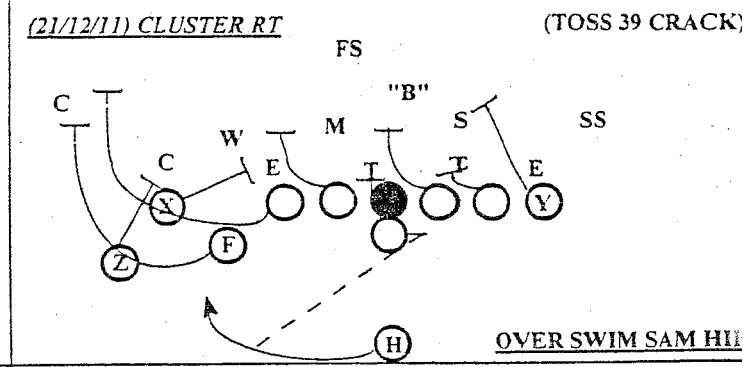
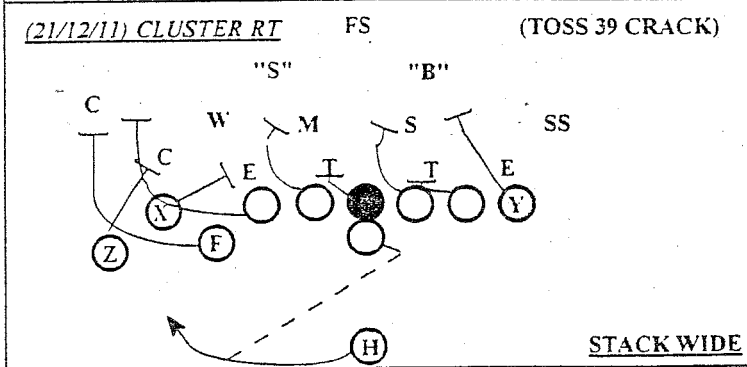
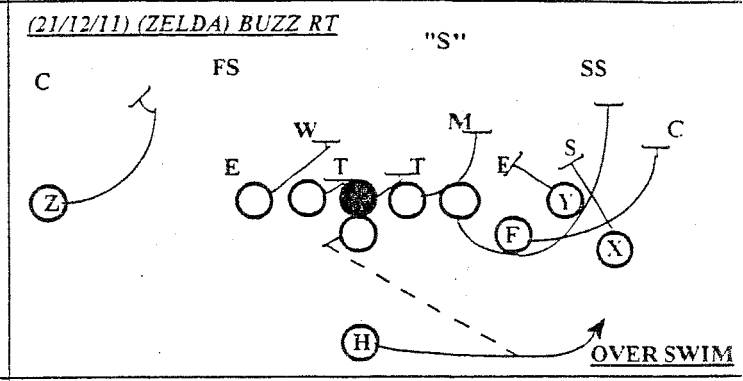
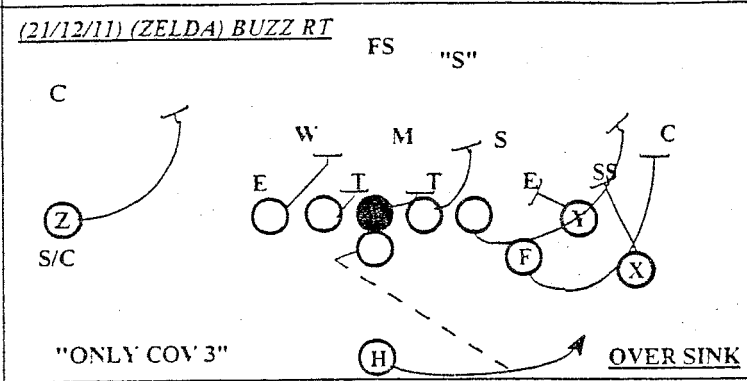
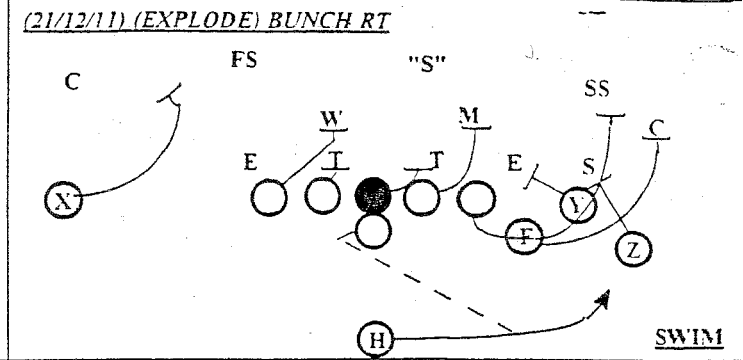
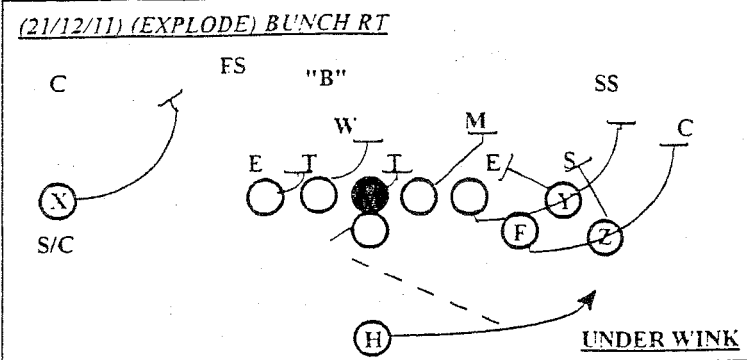
(12) FAL RT "ALERT" 32 BUSTER BOUNCE



IRT "ALERT" 32 BUSTER BOUNCE

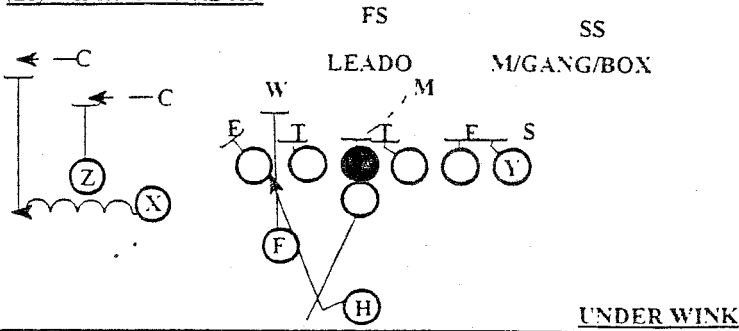


# TOSS 38 (39) CRACK

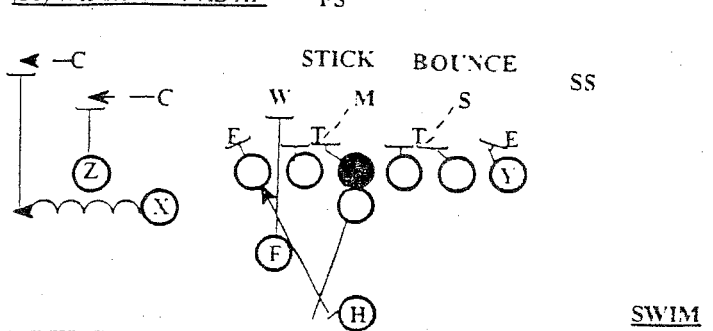


# 35 (34) BOB

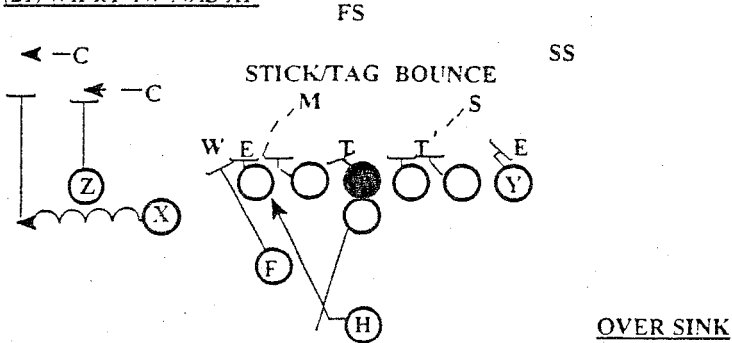
(21) WK RT TW NAS XF



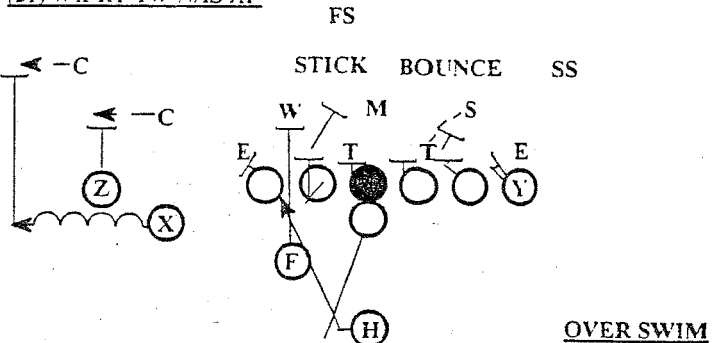
(21) WK RT TW NAS XF



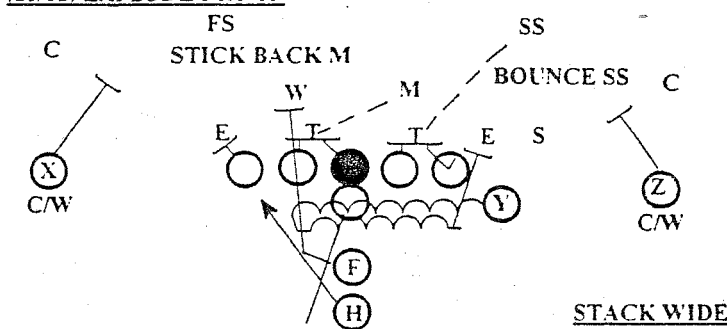
(21) WK RT TW NAS XF



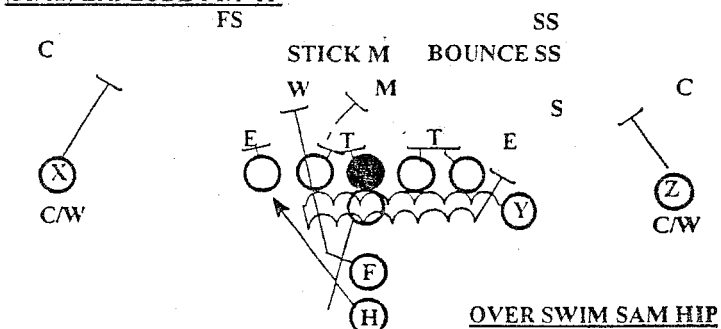
(21) WK RT TW NAS XF



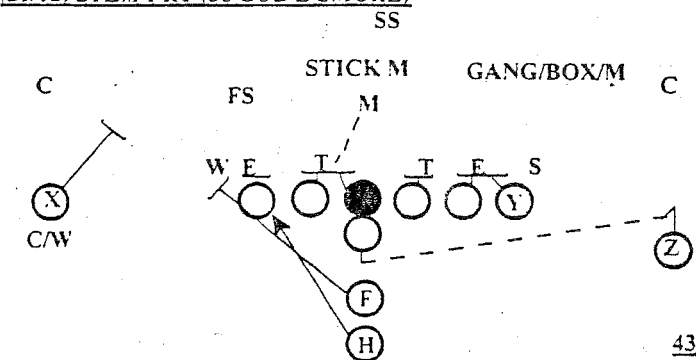
(21/12) EXPLODE I RT YP



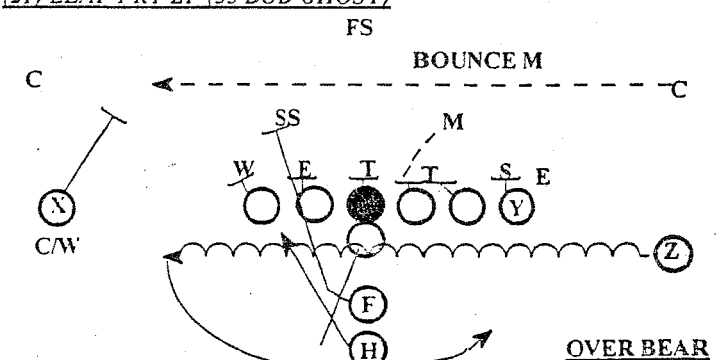
(21/12) EXPLODE I RT YP



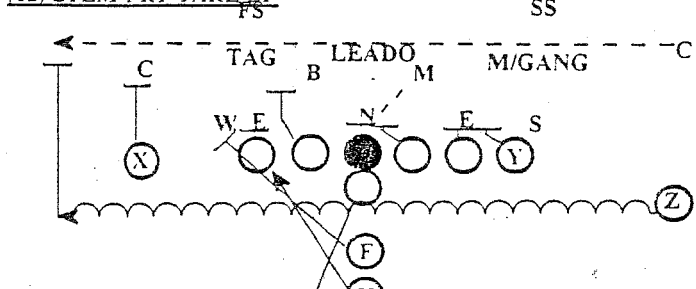
(21/12) STEM I RT (35 BOB Z SMOKE)



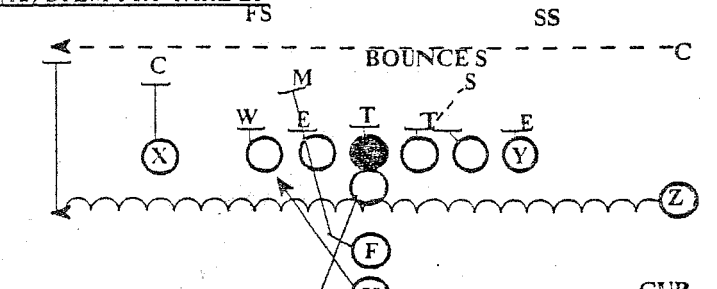
(21) LEAP I RT ZF (35 BOB GHOST)



(12) STEM I RT TARE ZF

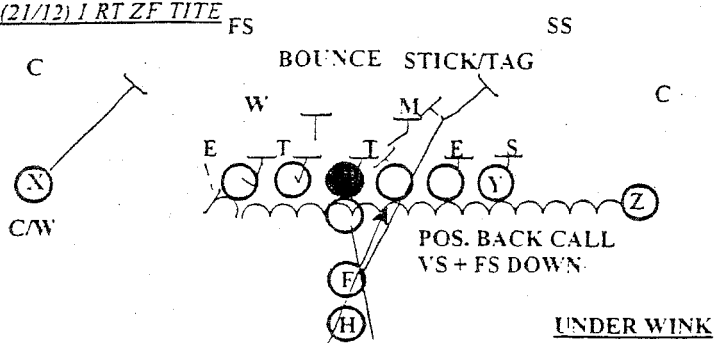


(12) STEM I RT TARE ZF

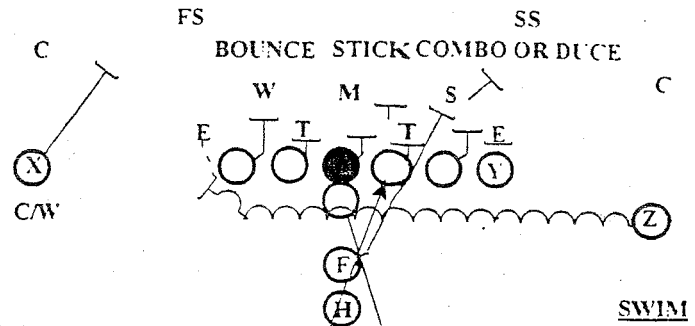


# 32 (33) BUSTER

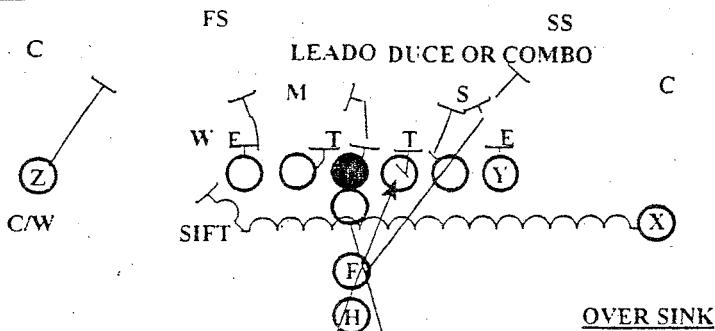
(21/12) I RT ZF TITE



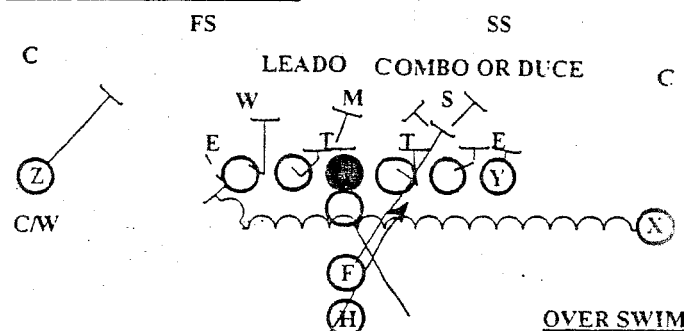
(21/12) I RT ZF TITE



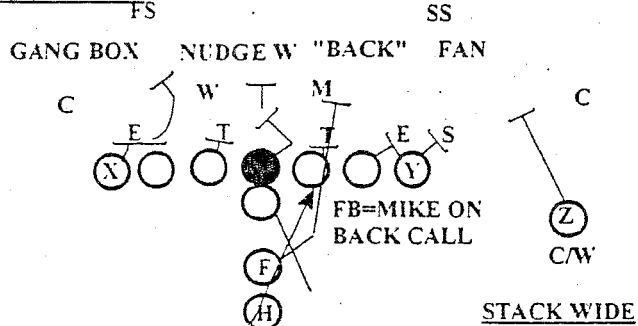
(21/12) ZELDA I RT XF TITE



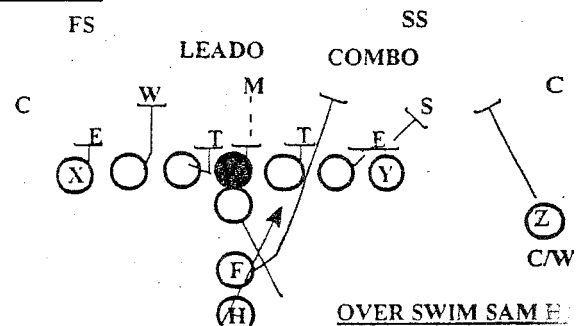
(21/12) ZELDA I RT XF TITE



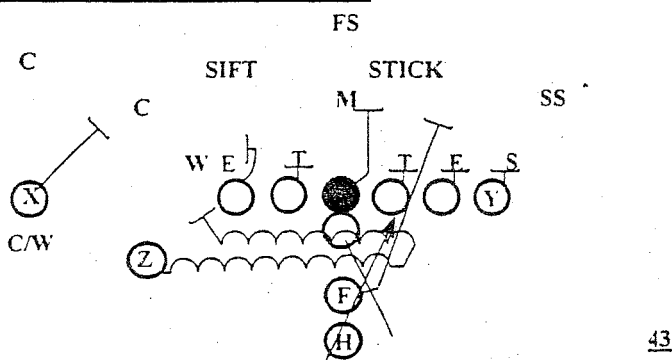
(21) STEM I RT TITE



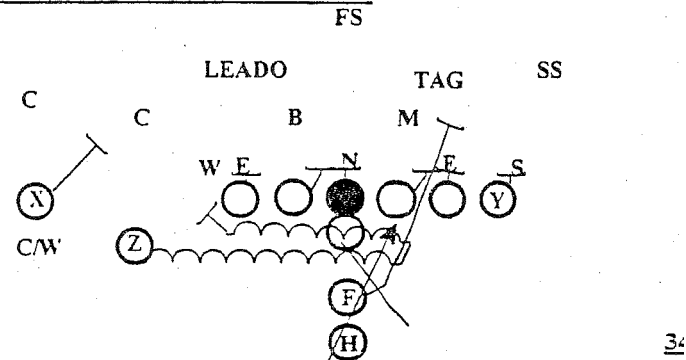
(21) STEM I RT TITE



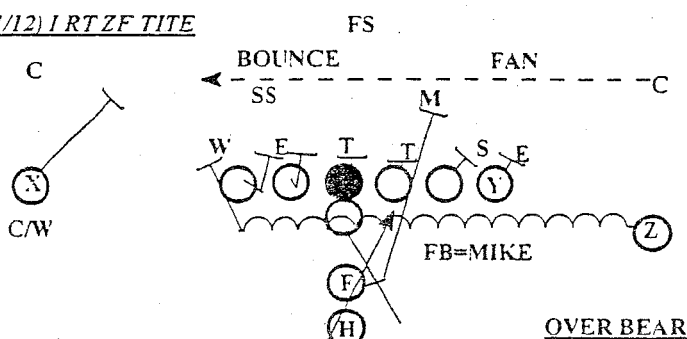
(21/12) BOOGIE I RT SLOT ZP TITE



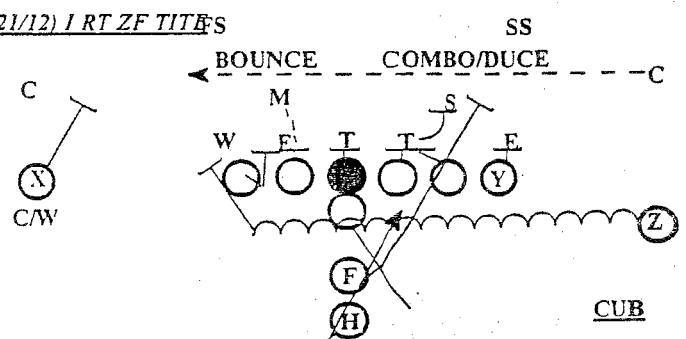
(21/12) BOOGIE I RT SLOT ZP TITE



(21/12) I RT ZF TITE



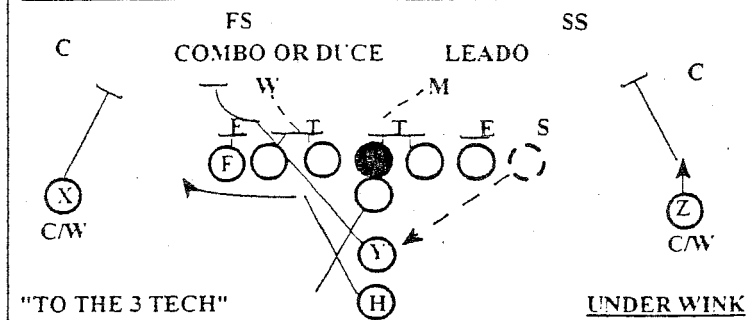
(21/12) I RT ZF TITE's



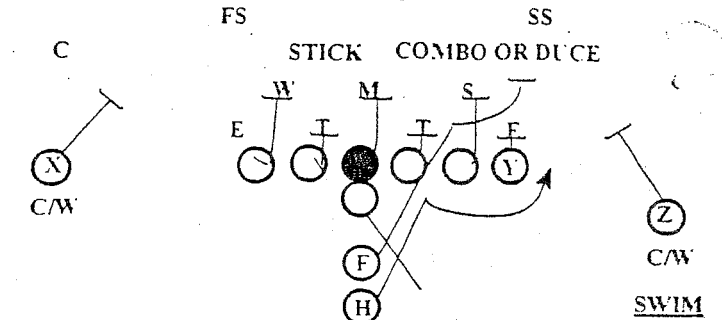
# 32 (33) BUSTER BOUNCE

(12) FAL RT "ALERT" 32 BUSTER BOUNCE

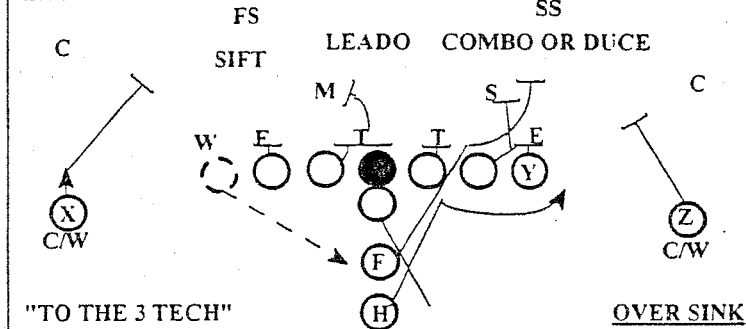
"OPPOSITE"



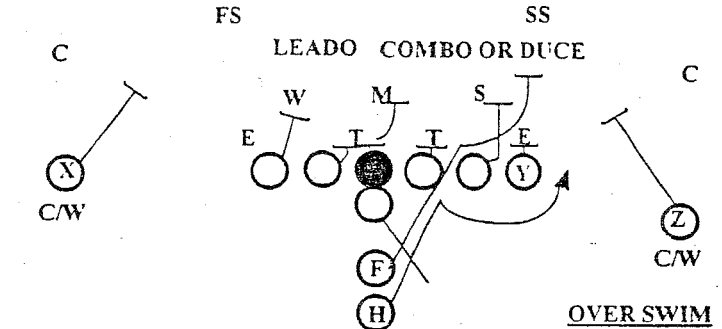
IRT "ALERT" 32 BUSTER BOUNCE



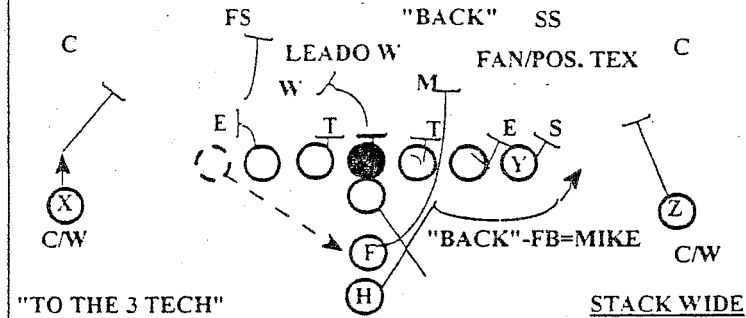
(12) FAL RT "ALERT" 32 BUSTER BOUNCE



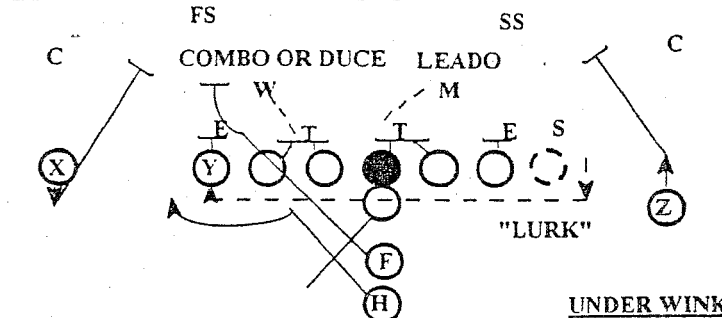
IRT "ALERT" 32 BUSTER BOUNCE



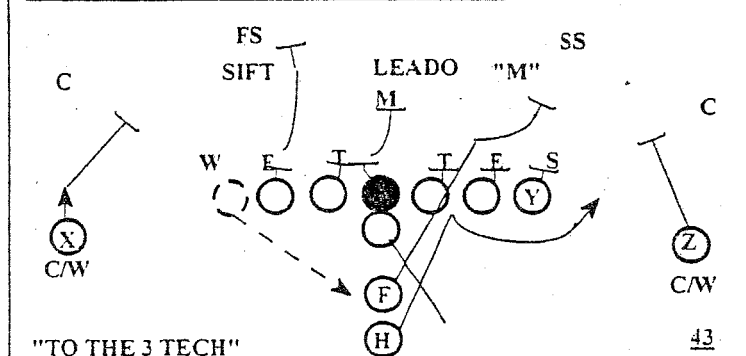
(12) FAL RT "ALERT" 32 BUSTER BOUNCE



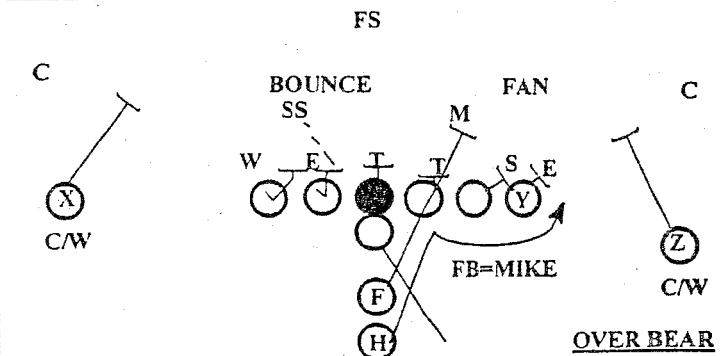
IRT "ALERT" 32 BUSTER BOUNCE



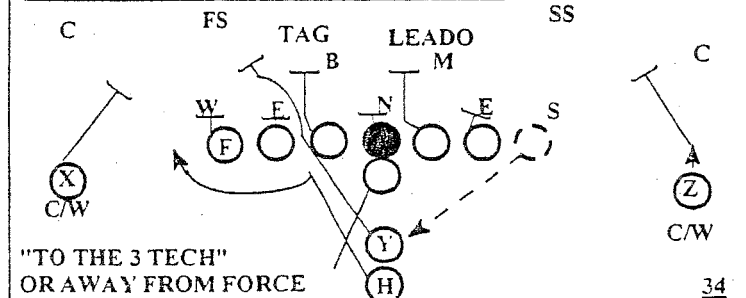
(12) FAL RT "ALERT" 32 BUSTER BOUNCE



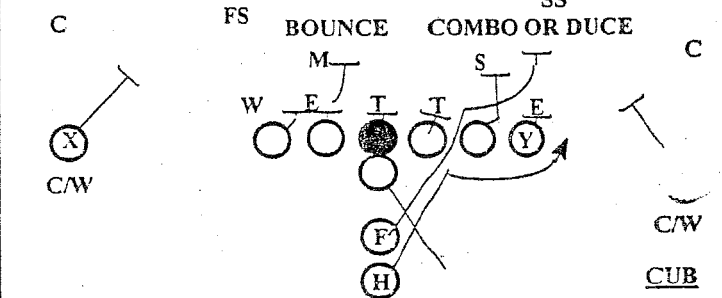
IRT "ALERT" 32 BUSTER BOUNCE



(12) FAL RT "ALERT" 32 BUSTER BOUNCE

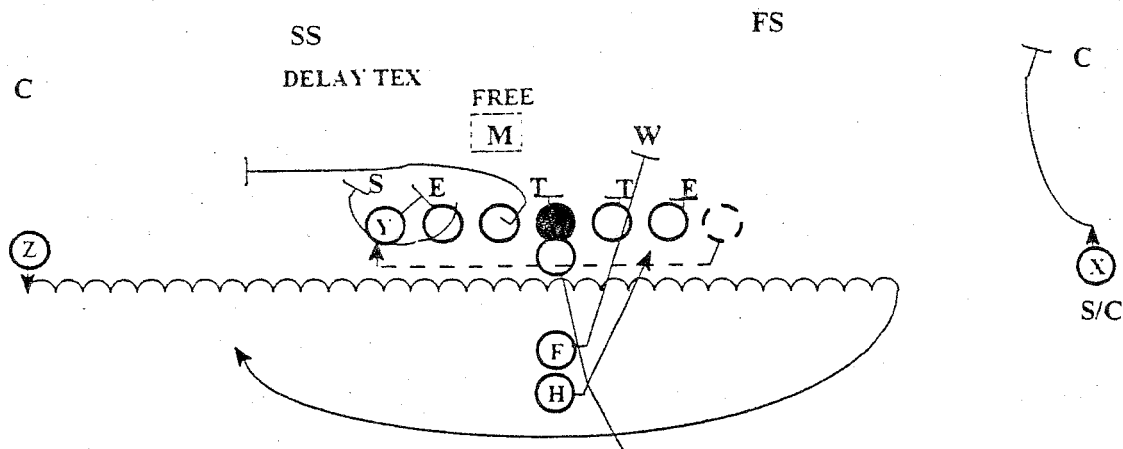


IRT "ALERT" 32 BUSTER BOUNCE



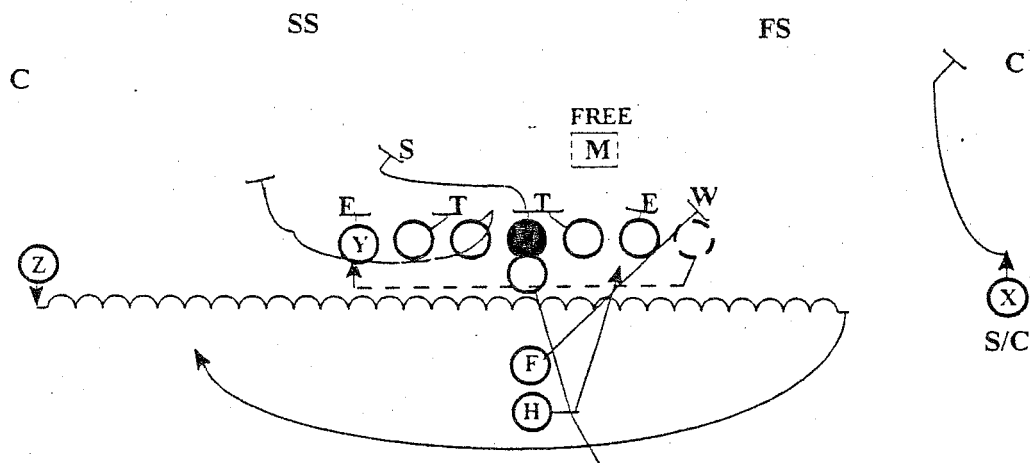
## FK 34 BOB Z AROUND LT

(21) LEAP I LT ZF



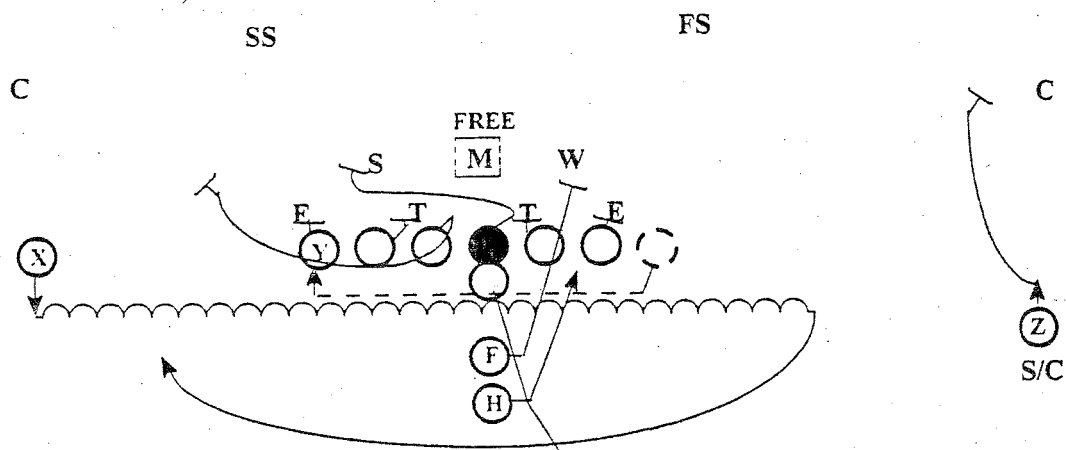
UNWINK

(21) LEAP I LTZF



OVSINK

(21) LEAP I LTZF



SWIM

# DAY#1 SAT JULY 22<sup>ND</sup> 2000

## PM

### BASE PASS:

322(323) Y STICK (PUMP)

322(323) Y STICK X OSCAR (SMOKE)

322(323) Y STICK F OSCAR (SMOKE)

28(29) DBL HK/CB/STRUT CB

82(83) DBL SEAM

22(23) TRIP SEAM

22(23) TRIP SEAM F COR

22(23) Y PRESSURE GLANCE

72(73) SCRAM HB OPTION

(21/12/11) (EXP) BUNCH TARE ZF

(12)(STEM) FLD TARE ZF

(21) STEM FOX FM. (12) (EXP) FLD FP. (22Z) I CL FM

(21/12) F & Z JUMP FLOAT ZP

(21) (LEAP) WK. (12) (STEM) FOX FP

(21) (JMP) HWK/FUL. (12) (JMP) FLD SL FP.

(11) STEM FUL. (10) DBL

(21/12/11) (EXP) FOX CL FM. (11) FLK YD

(12) (STEM) FAL RT EXTRA (21/12) F&Z JUMP FLOA

(12)WALTZ FAL FM. (21)JUMP FIN.(11)LEAP ZOOM F

(21) JUMP FUL ZM. (12) WALTZ FAL FM. (11) FLK YI

### PLAY ACTION:

SPIDER-5(4) X SNAG

SPIDER-5(4) GHOST HANK

PASS HB 2(3) X DELAY Y COR

(21) LEAP WK(1) TARE ZF, (12) EXP WK(1) TARE ZF

(21) LEAP I ZF

(21/12) (SCAT) I SLOT

### ACTION:

NAKED 39

(21/12) (ZELDA) FOX LT

### SCREENS:

74(75) SCREEN LT(RT) H

(11) FUL ZM. (21/12) FLOAT ZOPP

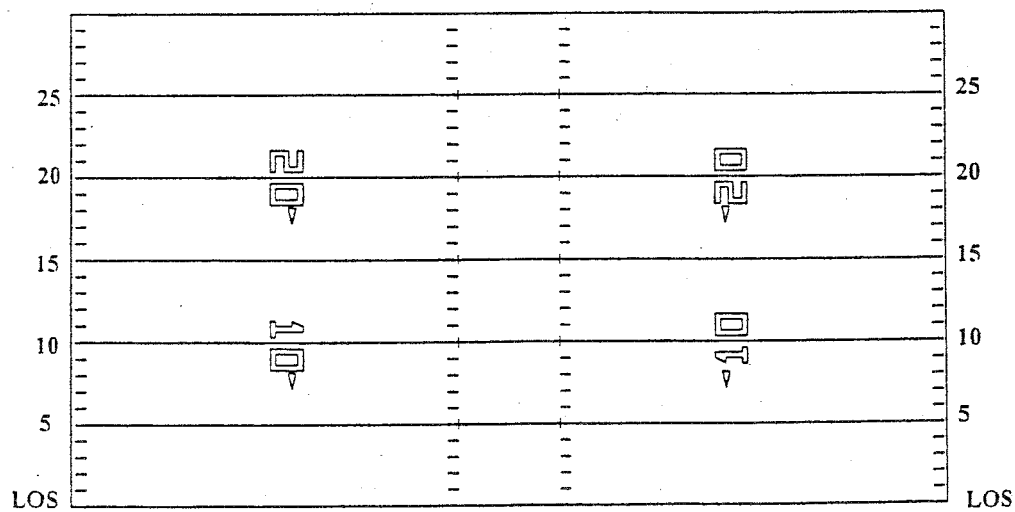
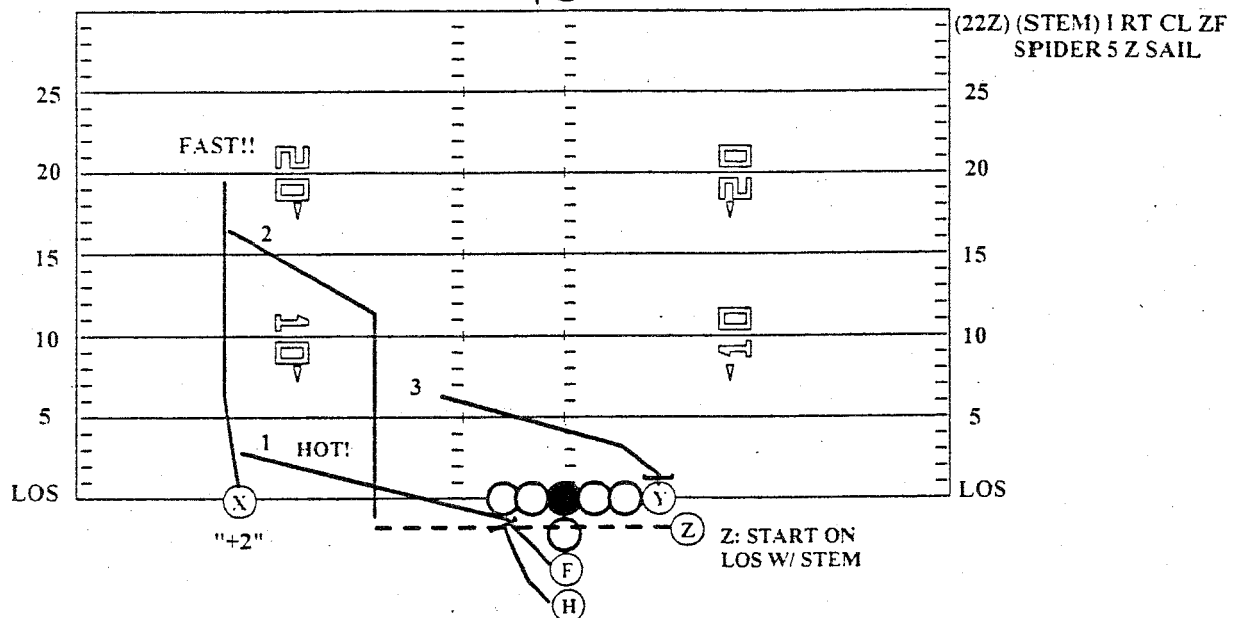
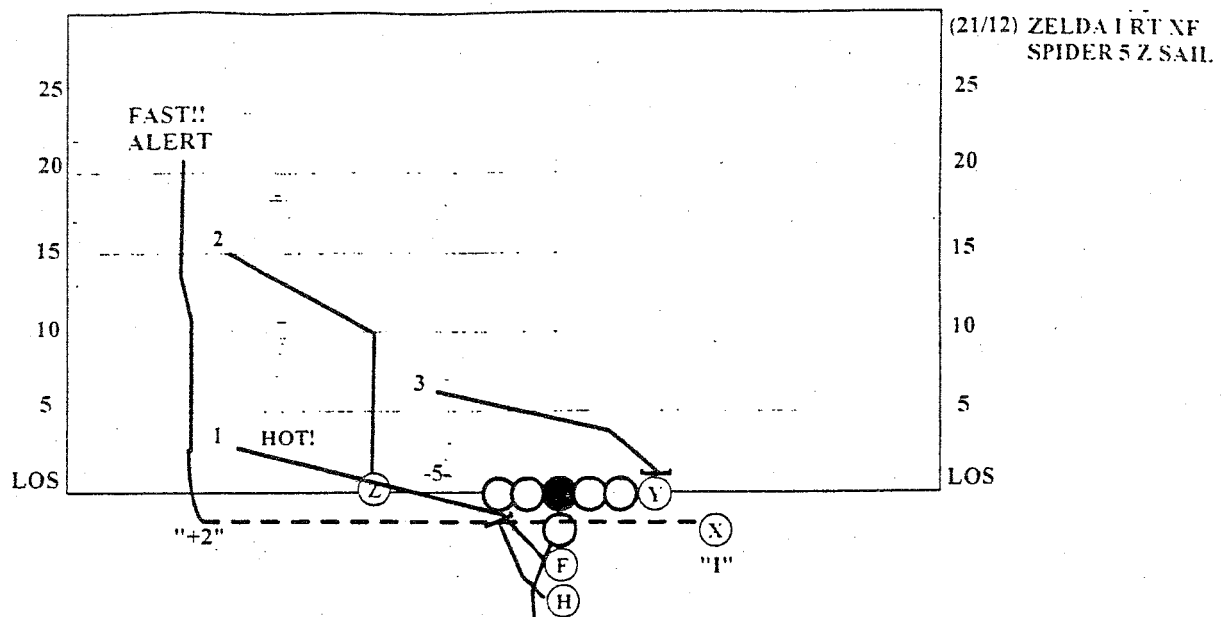
### SPECIALS:

P 34 GHOST

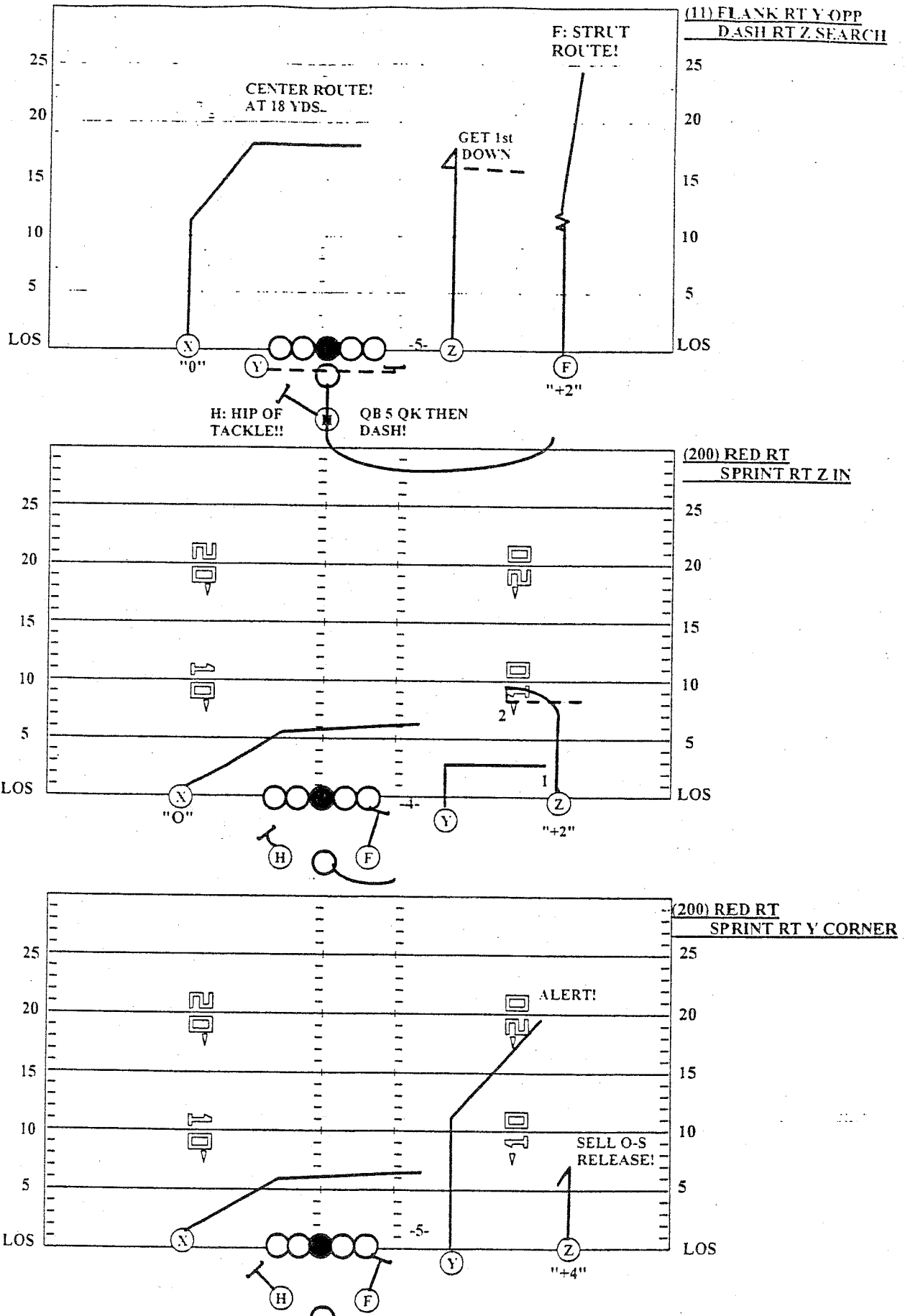
(21) LEAP WK LT ZF



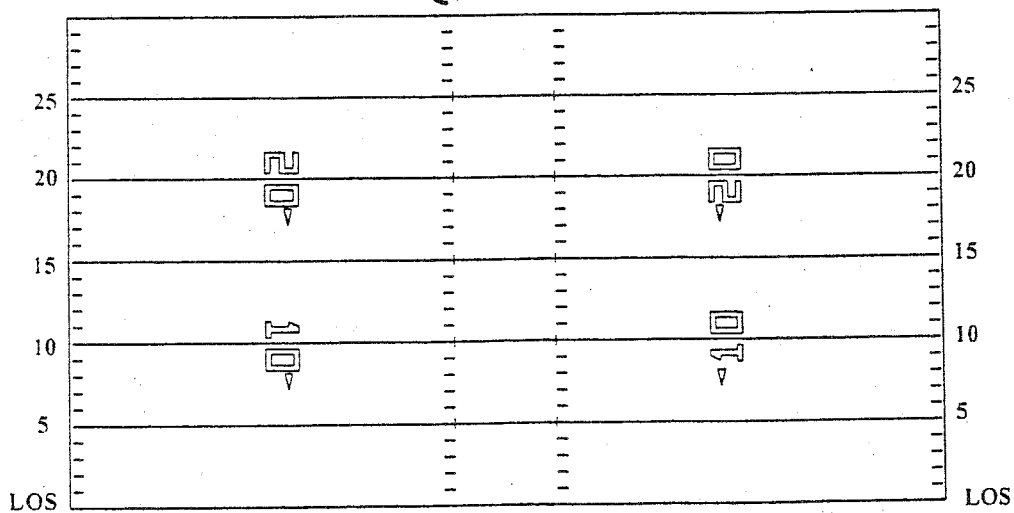
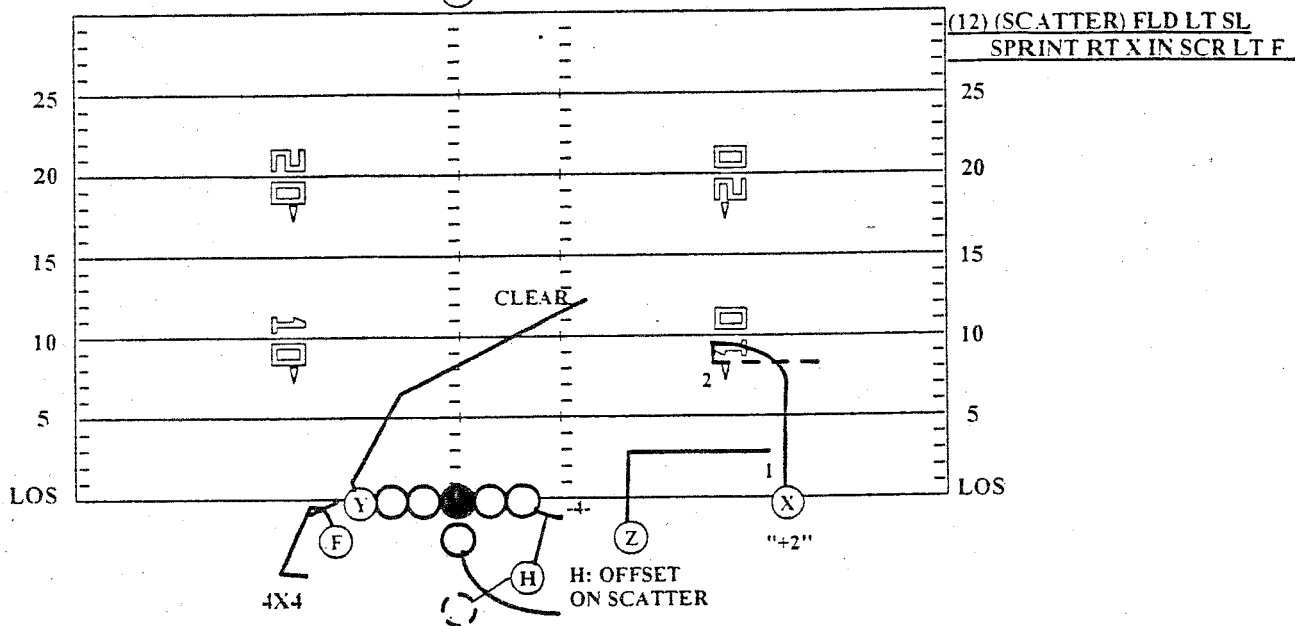
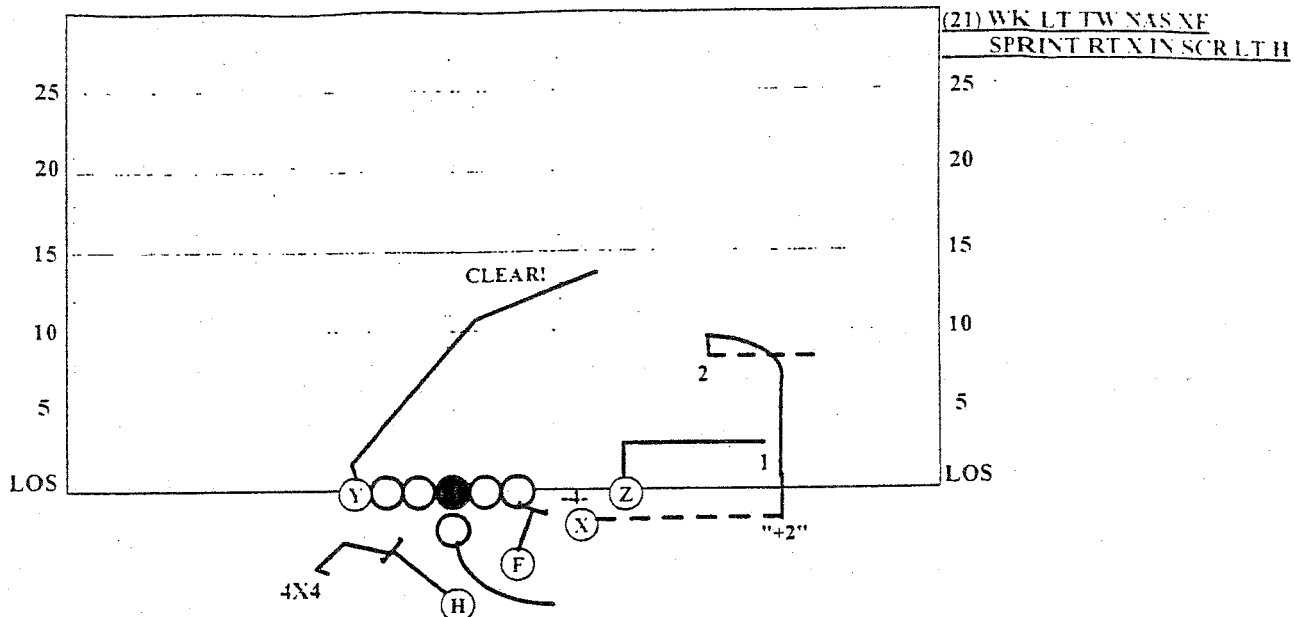
# PLAY ACTION



# ACTION

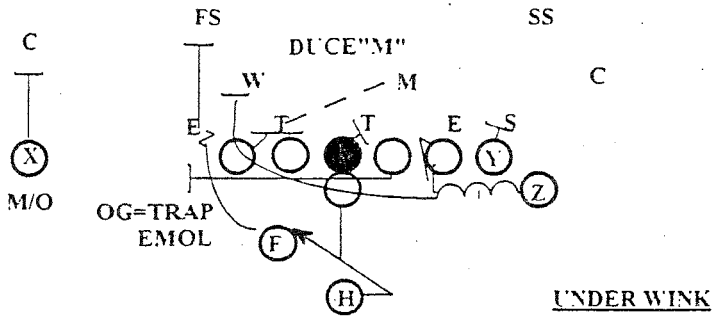


# SCREENS

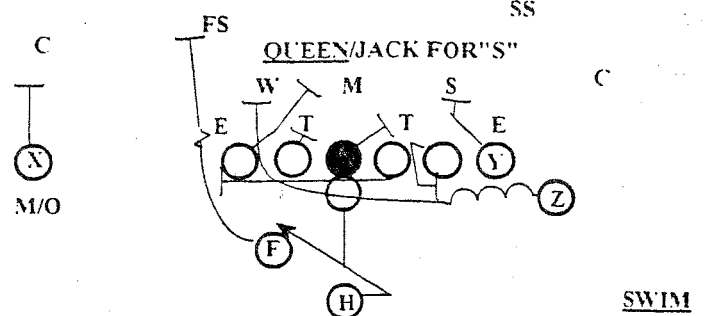


# 37 (36) STUTTER Z "F BLUFF"

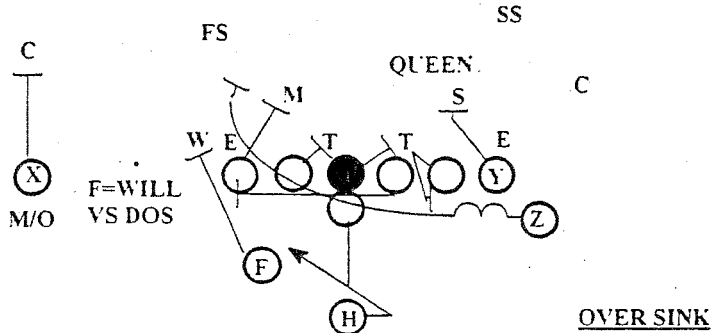
(22Z) JOG WK RT CL ZD



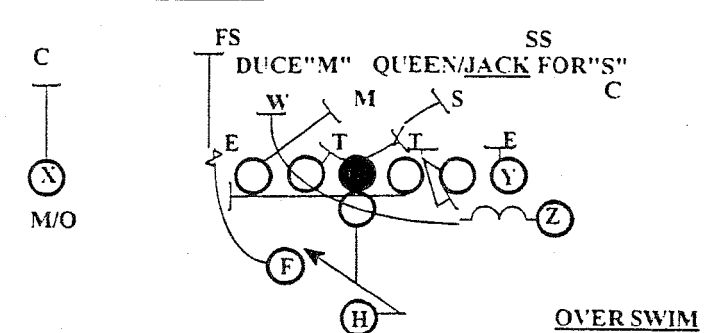
(22Z) JOG WK RT CL ZD



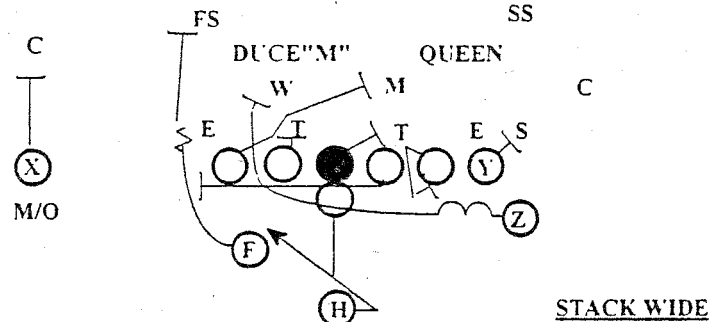
(22Z) JOG WK RT CL ZD



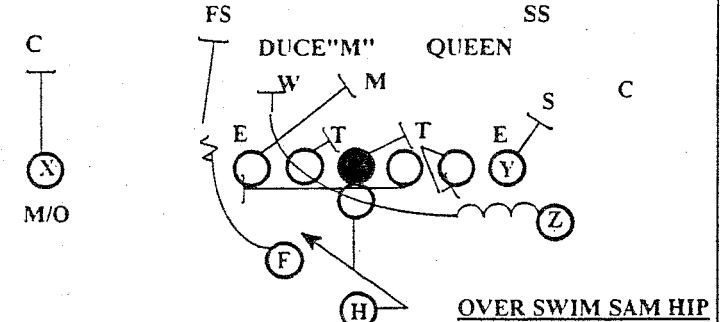
(22Z) JOG WK RT CL ZD



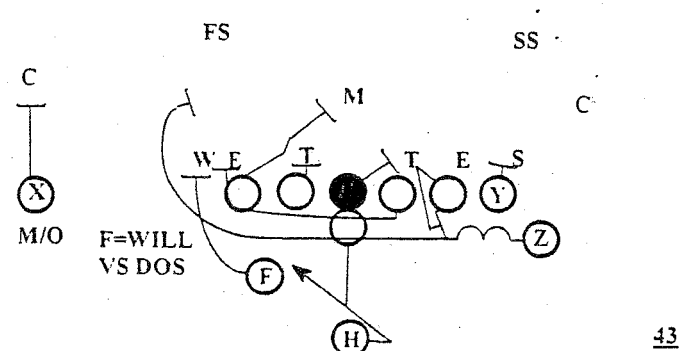
(22Z) EXPLODE WK RT CL ZD



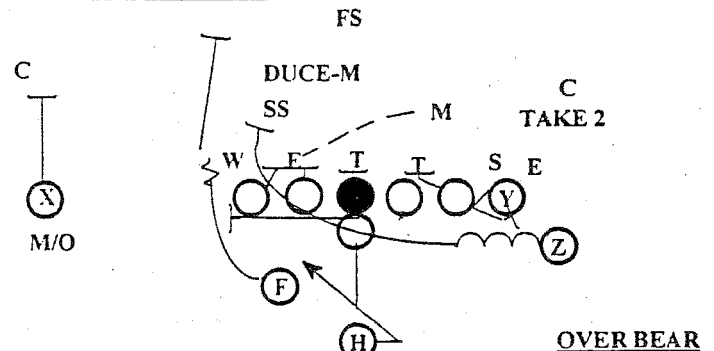
(22Z) EXPLODE WK RT CL ZD



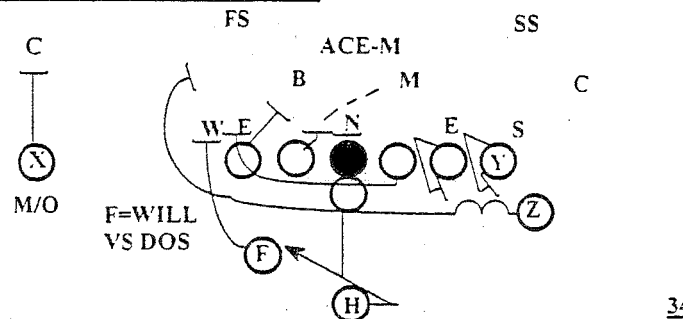
(22Z) EXPLODE WK RT CL ZD



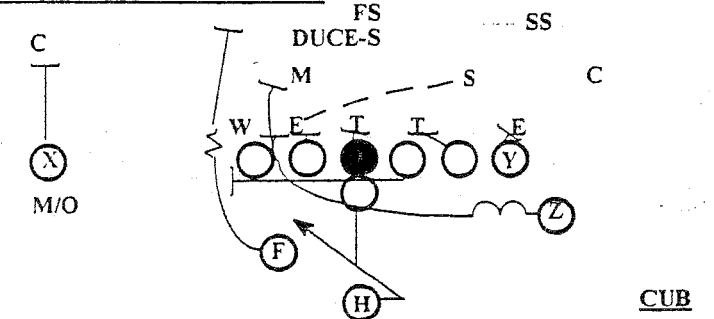
(22Z) EXPLODE WK RT CL ZD



(22Z) EXPLODE WK RT CL ZD

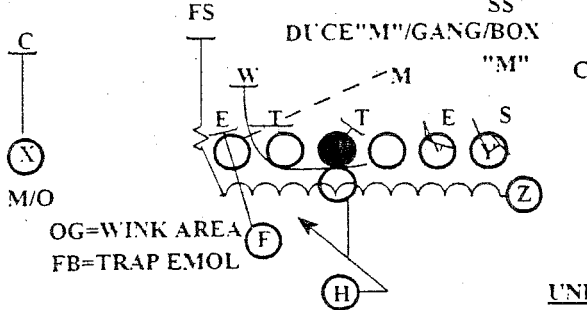


(22Z) EXPLODE WK RT CL ZD

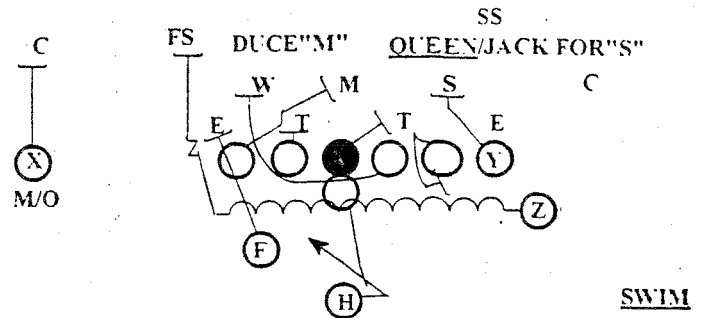


# 17 (16) JAB O "Z BLUFF"

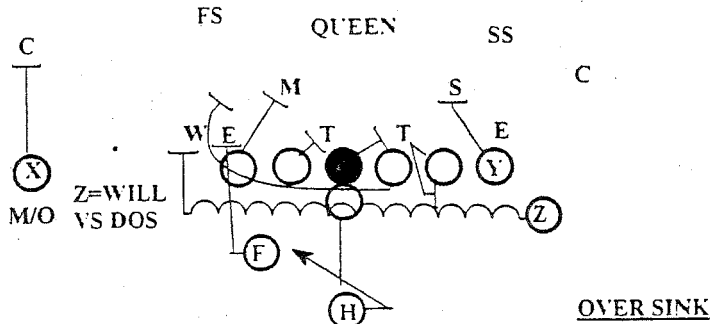
(22Z) STEM WK RT CL ZF



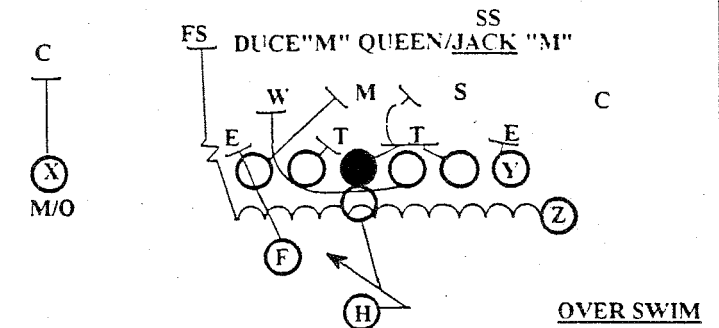
(22Z) STEM WK RT CL ZF



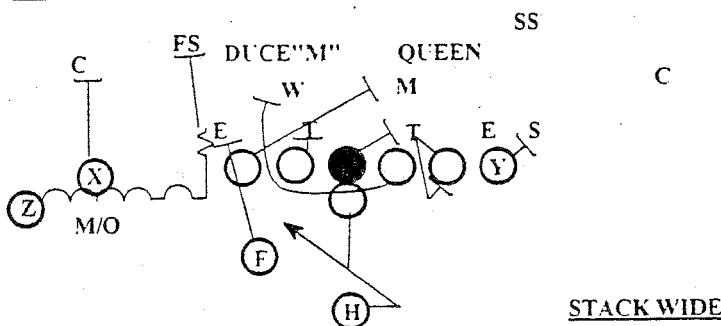
(22Z) STEM WK RT CL ZF



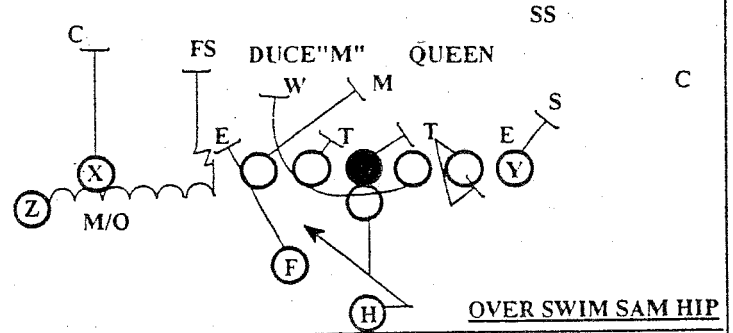
(22Z) STEM WK RT CL ZF



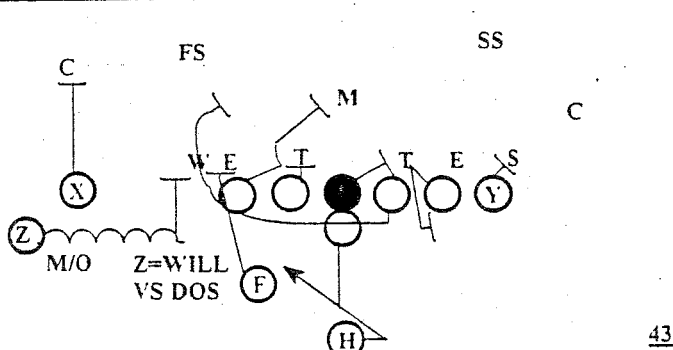
(22Z) SCAT WK RT TW ZD



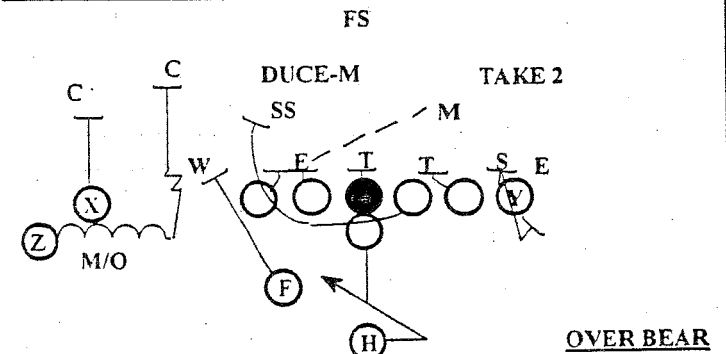
(22Z) SCAT WK RT TW ZD



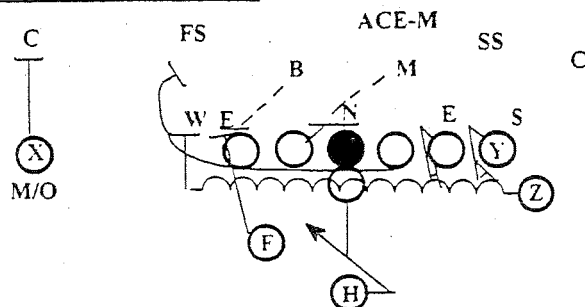
(22Z) SCAT WK RT TW ZD



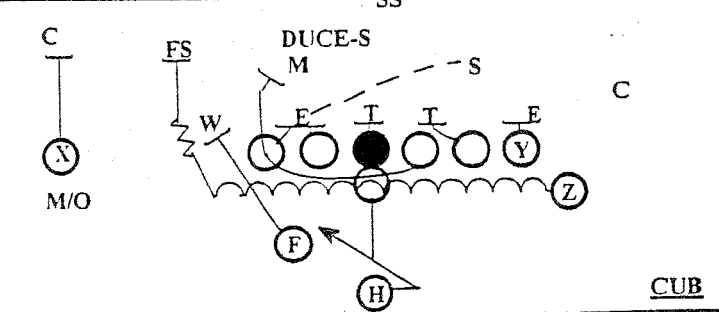
(22Z) SCAT WK RT TW ZD



(22Z) STEM WK RT CL ZF

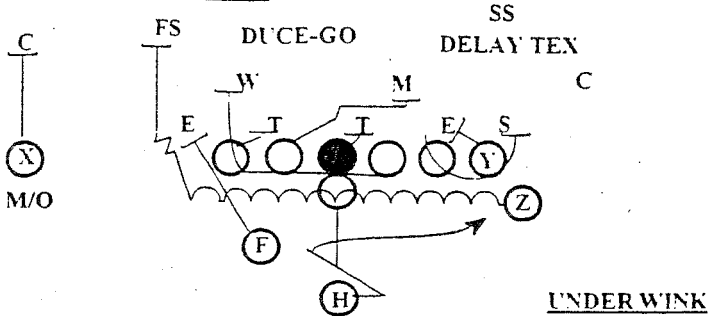


(22Z) STEM WK RT CL ZF

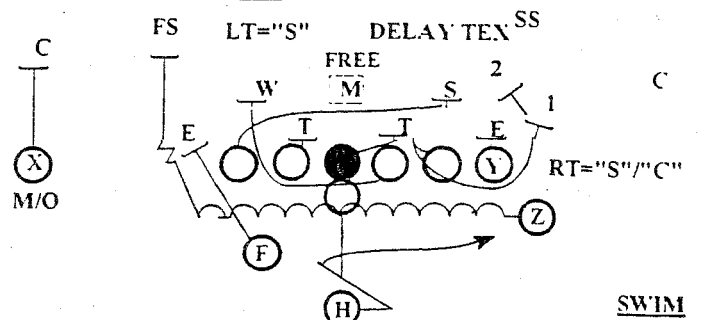


# 17 (16) JAB O "Z BLUFF" SCISSORS

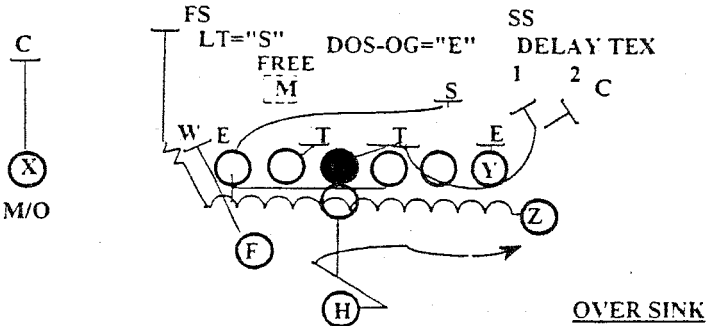
(22Z) STEM WK RT CL ZF



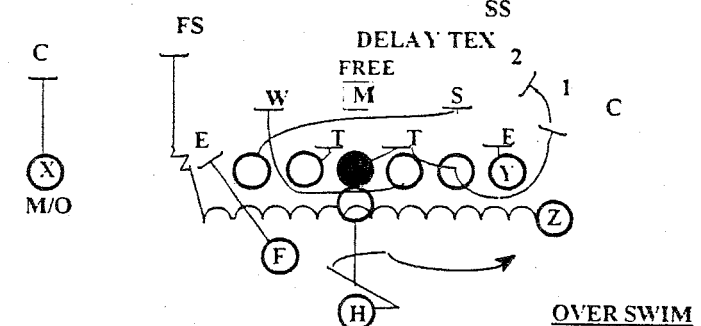
(22Z) STEM WK RT CL ZF



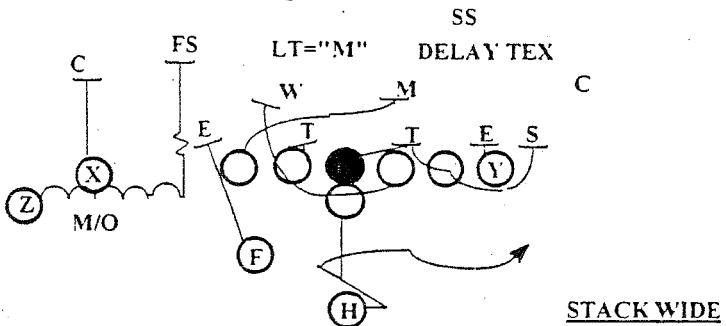
(22Z) STEM WK RT CL ZF



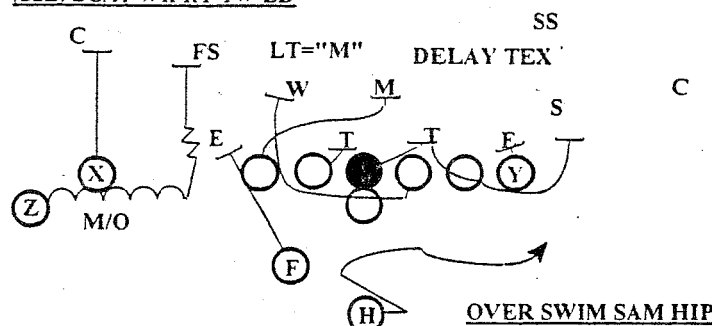
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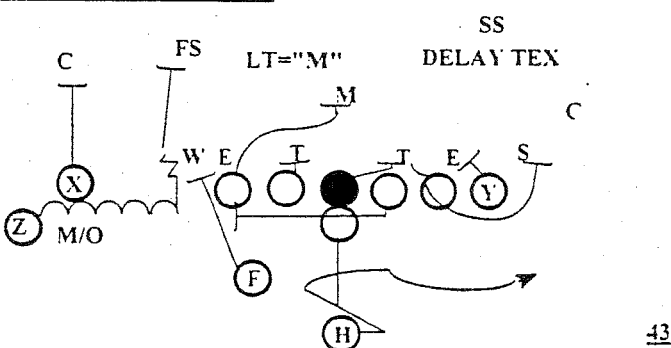
(22Z) SCAT WK RT TW ZD



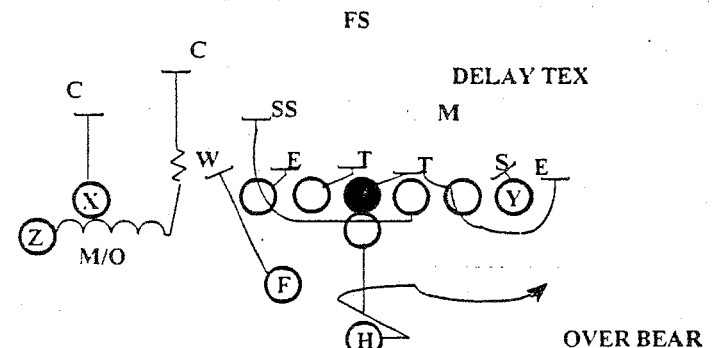
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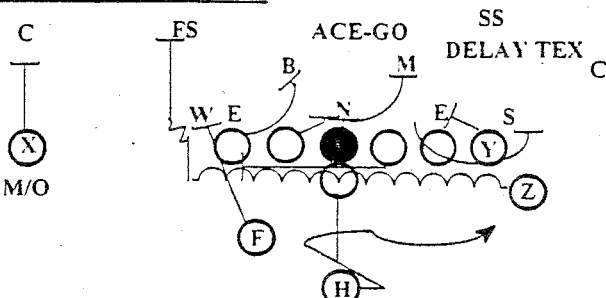
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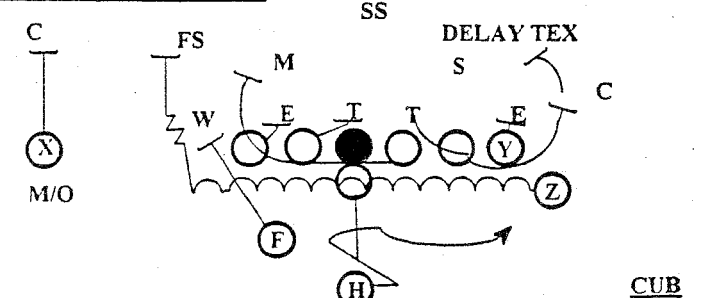
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(22Z) STEM WK RT CL ZF

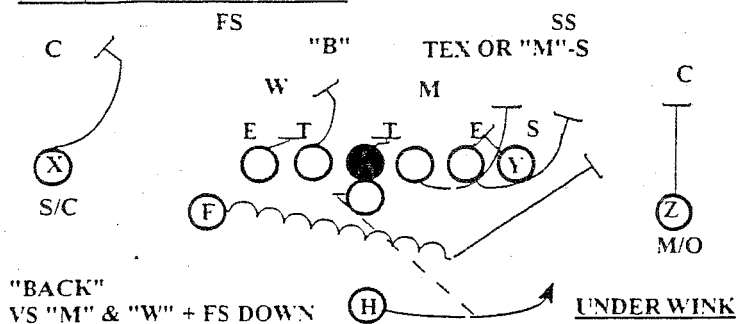


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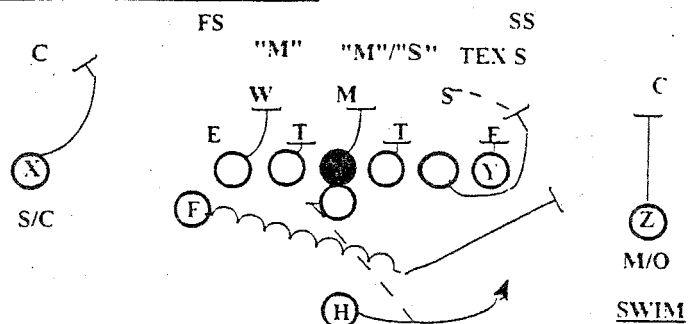


# TOSS 38 (39) BOSS

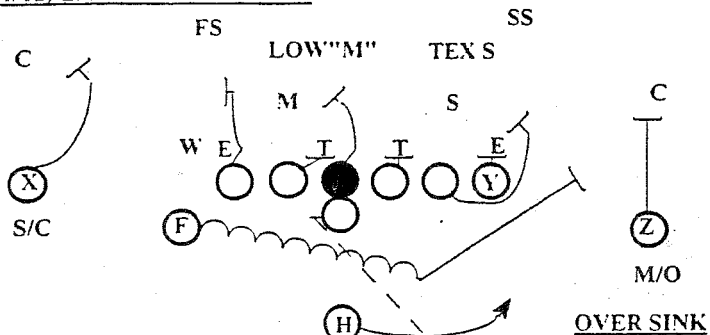
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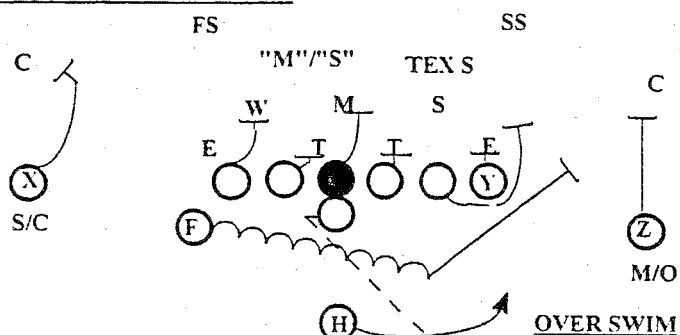
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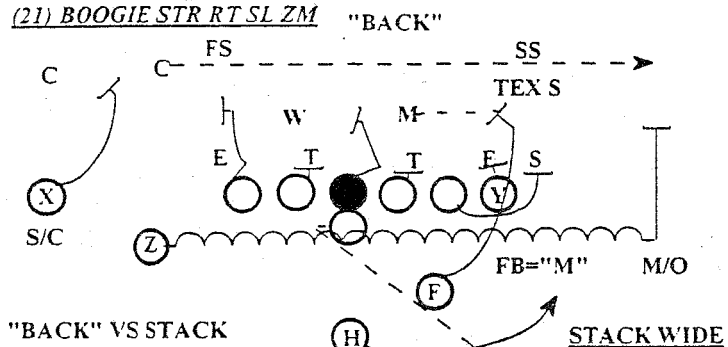
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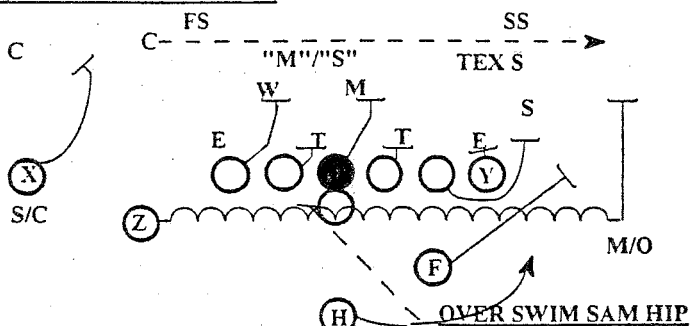
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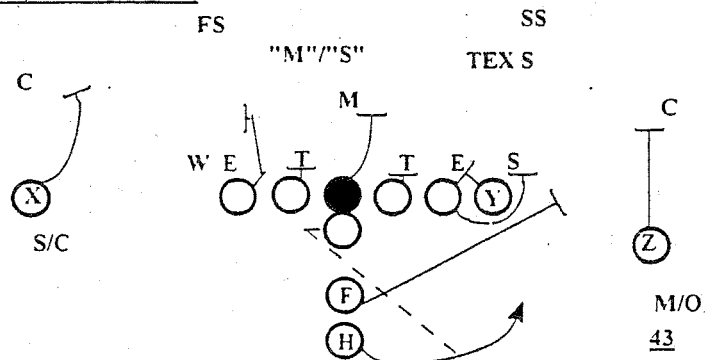
(21) BOOGIE STR RT SL ZM



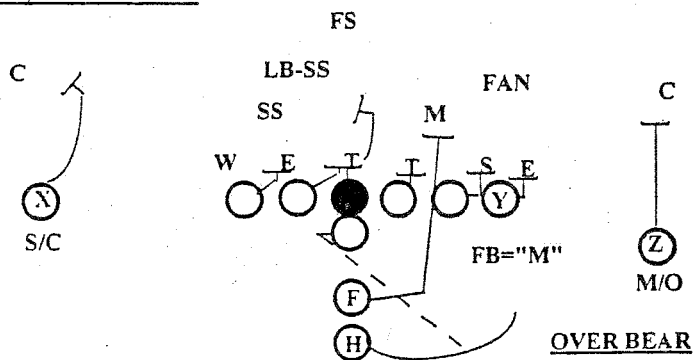
(21) BOOGIE STR RT SL ZM



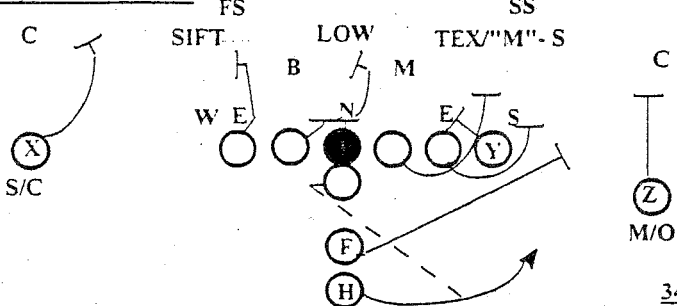
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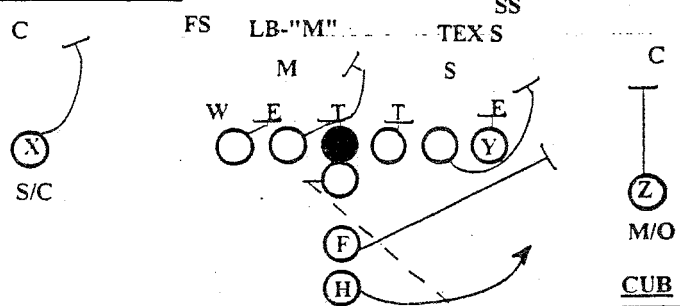
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(21) SCATTER I RT

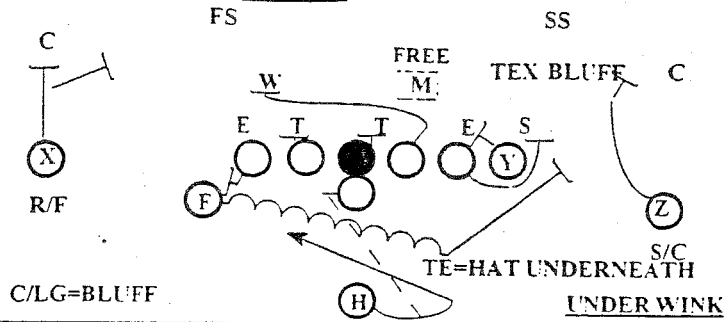


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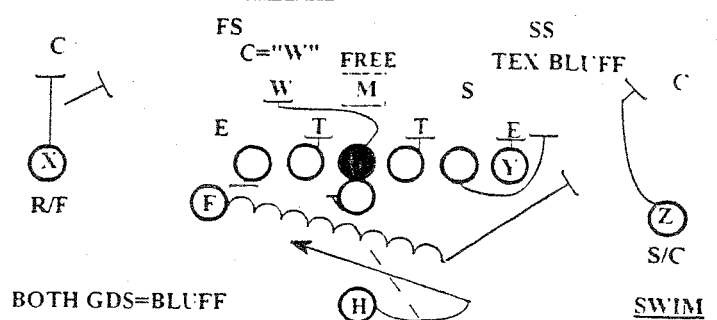


# TOSS 38 (39) BOSS SINGLE SCISSORS

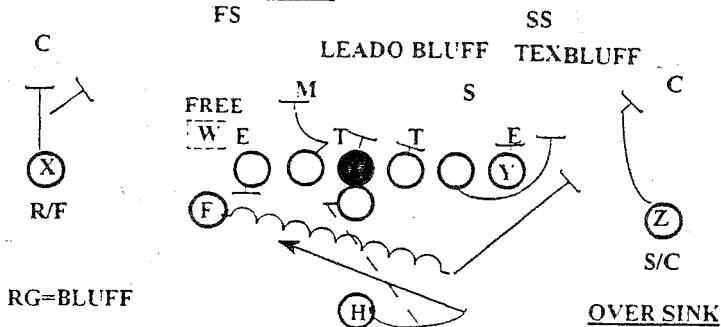
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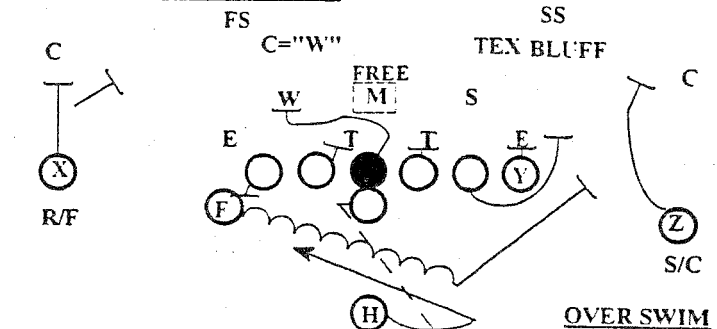
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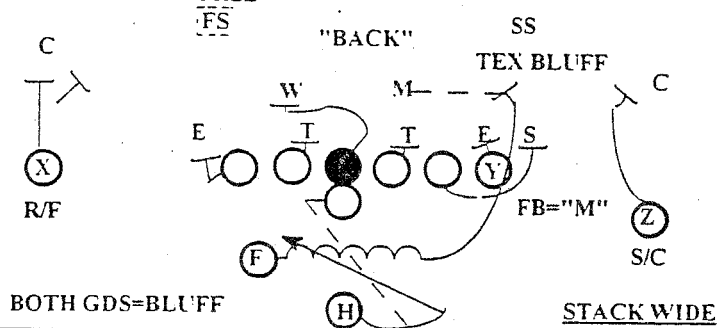
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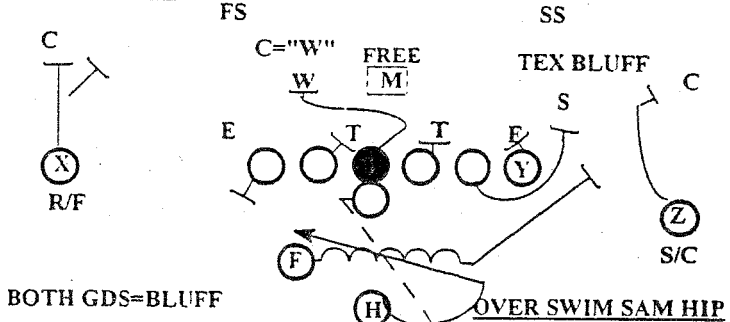
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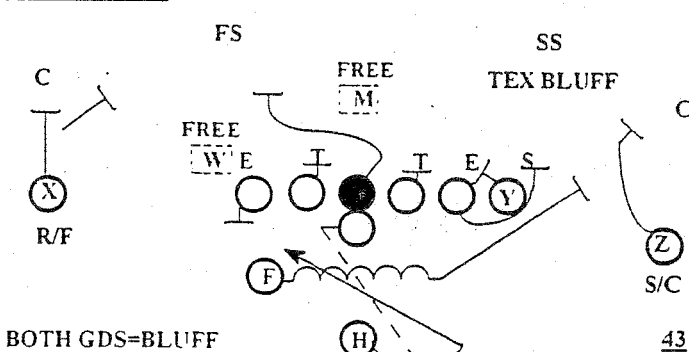
(21) WK RT FM



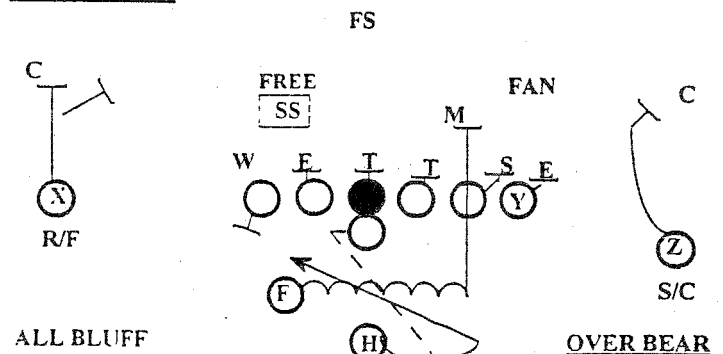
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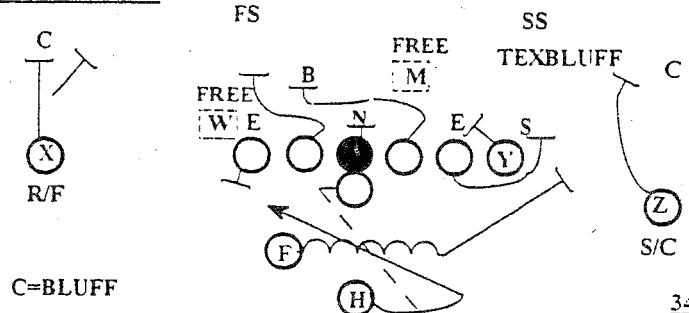
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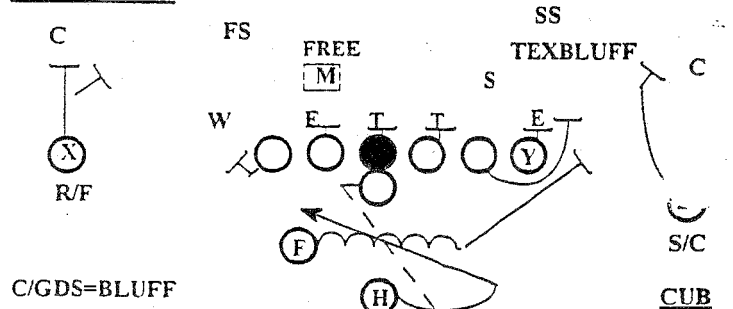
(21) WK RT FM



(21) WK RT FM



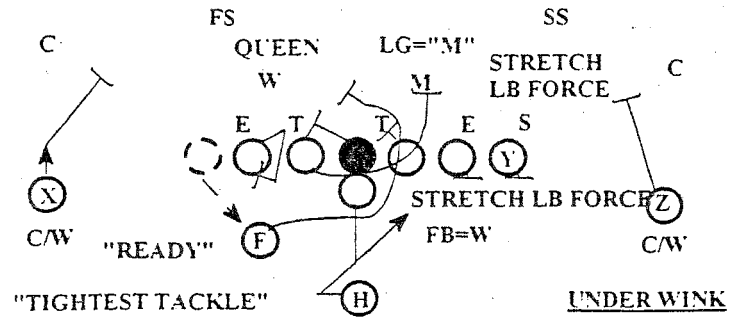
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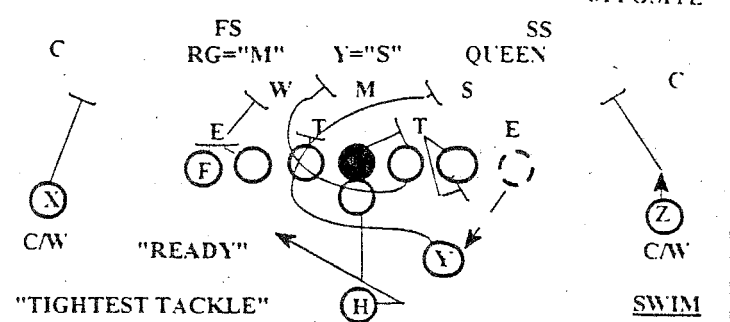


# "ALERT" 14 OTTO

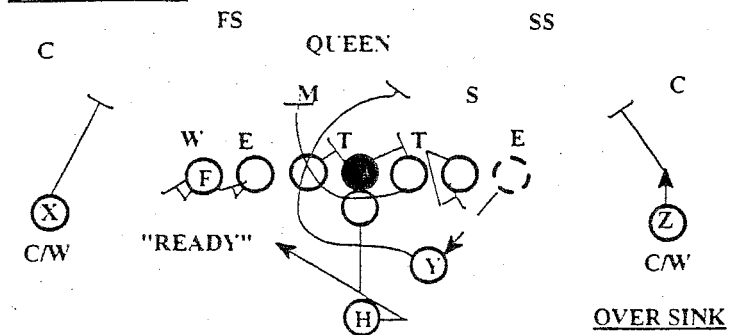
(12) FALCON RT



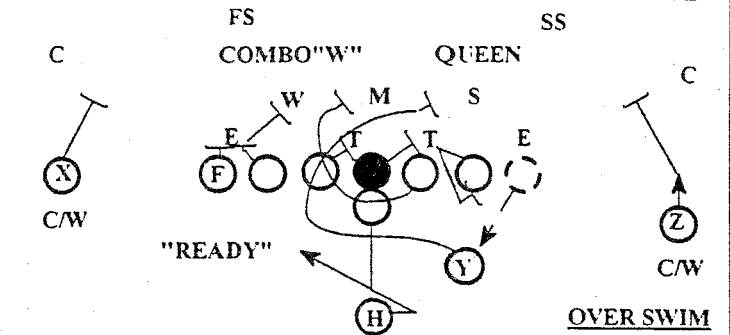
(12) FALCON RT COMBO "W"



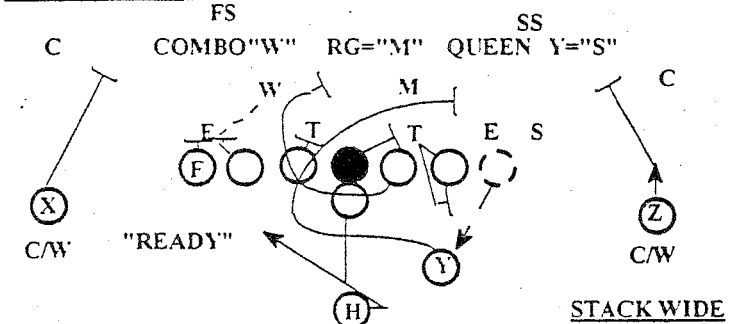
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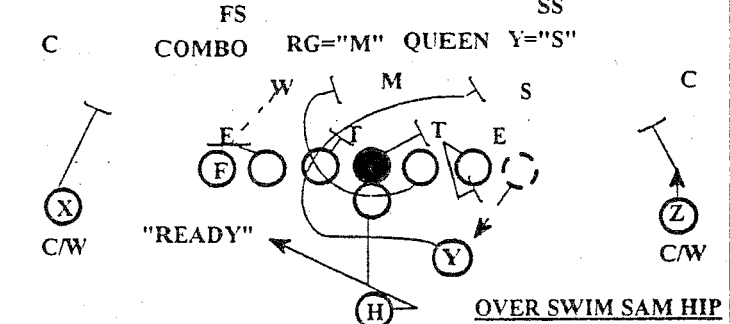
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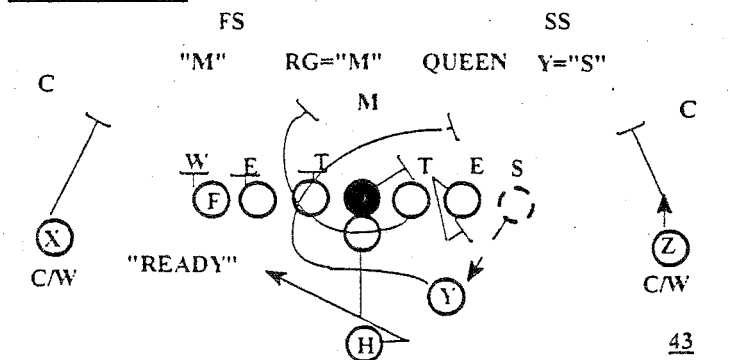
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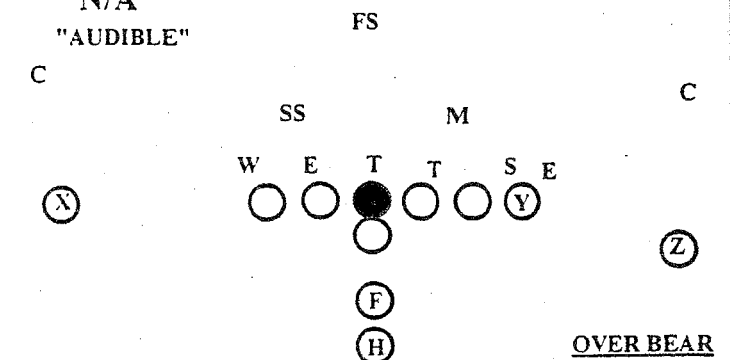
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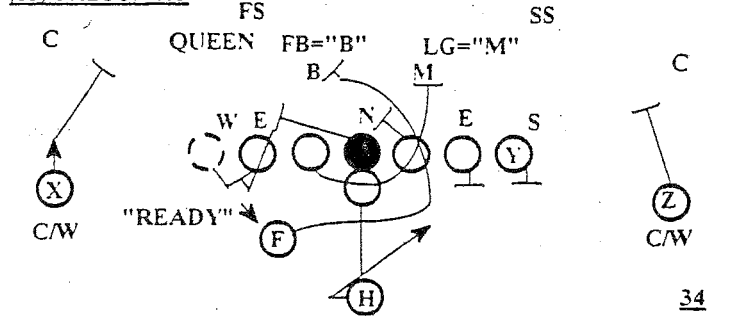
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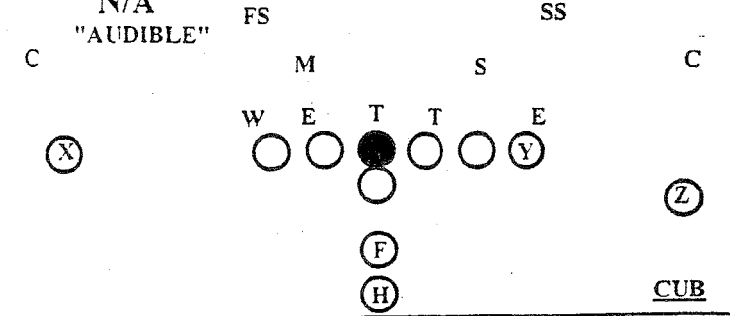
N/A



(12) FALCON RT



N/A





## DAY #7 MON. JULY 31<sup>ST</sup> 2000

### 2 MINUTE OFFENSE:

"20(21)" =	20(21) SCAT X SPOT	(100) DBL
"20(21) JERK" =	20(21) SCAT W JERK	(100) DBL
"22(23 )" =	22(23) HANK	(100) TRIPS
"24(25) ROG(LOU)" =	24(25) DSO ROG(LOU)	(100) TRIPS/DBL
"26(27)" =	26(27) COMEBACK DIG	(100) DBL
"70(71)" =	70(71) HB OPTION	(100) TRIPS
"72(73)" =	72(73) Y READ	(100) DBL
"72(73) YANKEE" =	72(73) Y OPT X SQ-OUT	(100) TRIPS
"74(75) ROG(LOU)" =	74(75) Y SNEAK ROG (LOU)	(100) TRIPS
"76(77)" =	76(77) Y COR	(100) DBL
"78(79) ROG(LOU)" =	78(79) DIG ROG	(100) TRIPS
"82(83)" =	82(83) DBL SEAM	(100) DBL
"372(373) OSCAR" =	372(373) DBL OSCAR	(100) DBL
"372(373) SALLY" =	372(373) SALLY	(100) DBL
"372(373) DALLAS" =	372(373) DALLAS (HOUS)	(100) DBL
"372(373) HENRY" =	372(373) DBL HENRY	(100) DBL
"74 STRIKE ROG" =	74(75) SCREEN LT H ROG	(100) TRIPS
"42" =	42 FOLD	(100) DBL
"16" =	16 POST	(100) TRIPS/DBL
"STONE" =	QB SNEAK RT	(100) TRIPS/DBL
"CLOCK - CLOCK" =	GROUND BALL!!	(100) LOS ANY- WHERE. FREEZE!

### LAST 4:

## DAY #7 MON. JULY 31<sup>ST</sup> 2000

### BASE RUN:

33(32) FRONT

(11) MIX BUNCH. FLOAT YOPP.

39(38) FRONT

(11) MIX BUNCH. FLOAT YOPP. FLK YOZ. (30) (STEM) WK

41(40) FRONT

(11) MIX BUNCH. FLOAT YOPP. (30) FAR YP

44(45) SHOVEL

(11) FLOAT YOPP. (20/200) RD SL ZM

42 FOLD

(100) DBL RT

16 POST

(100) TRIPS/DBL RT

## CLOCK MANAGEMENT

There are three special situations when our offense has the ball in regard to clock management. Handling these situations correctly can often mean the difference in winning and losing:

1. We have the ball late in the game and we are behind.
2. We have the ball late in the game and the score is tied or we have the ball late in the First Half regardless of the score.
3. We have the ball late in the game and we are ahead.

Whenever we are fighting the clock, it is imperative that every player on offense understand the rules governing time management.

### THE CLOCK STOPS AND DOES NOT START UNTIL THE SNAP.

1. WHENEVER THE RUNNER GOES OUT OF BOUNDS DURING THE LAST TWO MINUTES OF THE FIRST HALF OR THE LAST FIVE MINUTES OF THE SECOND HALF, THE CLOCK WILL START ON THE SNAP.
2. AT THE END OF A DOWN INVOLVING CHANGE OF POSSESSION.
3. INCOMPLETE PASS.
4. END OF A DOWN ON WHICH A FOUL OCCURS.  
(If the clock was stopped for a foul by either team—whether the penalty is accepted or declined—it will be started when the ball is declared ready for play: **EXCEPT WHEN THE FOUL OCCURRED DURING THE LAST TWO MINUTES OF THE FIRST HALF OR THE LAST FIVE MINUTES OF THE SECOND HALF, IN WHICH CASE THE CLOCK WILL START ON THE SNAP.**)
5. TWO MINUTE WARNING
6. REFEREE STOPS PLAY BECAUSE OF CROWD NOISE (25 SECOND CLOCK STARTS ON READY FOR PLAY.)
7. TEAM TIME OUT.

### THE CLOCK STOPS BUT STARTS ON REF'S READY FOR PLAY SIGNAL:

1. ANY OFFICIAL'S TIME OUT (AFTER A REFEREE'S TIME OUT, THE GAME CLOCK IS STARTED WITH THE REFEREE'S WHISTLE IF THE CLOCK WAS RUNNING.)
2. QB SACKED WHILE ATTEMPTING TO PASS (5 SECOND DELAY.)
3. INJURED PLAYER REMOVED FROM THE GAME (CHARGED TIME OUT INSIDE TWO MINUTE WARNING—IF NO TIME OUTS LEFT AND CLOCK WAS RUNNING, 10 SECOND RUNOFF.)
4. PENALTY DURING THE LAST TWO MINUTES WHEN FOUL OCCURRED WITH CLOCK RUNNING (10 SECOND RUNOFF).

### THREE SITUATION OFFENSES REGARDING TIME MANAGEMENT:

1. TWO MINUTE OFFENSE
2. QUICK HUDDLE OFFENSE
3. FOUR MINUTE OFFENSE

#### TWO MINUTE OFFENSE

The QB will alert the team for TWO MINUTE OFFENSE in the huddle, or on the sidelines before taking the field. For example: "Alert for Two Minutes. This play is Trip Right 70 HB Read." After running the first play the offense will line up at the LOS. The QB will call "Check—Check—74—74" and we will run 74 on First Sound (Pro). The QB may also call two plays in the huddle. For example: "Alert for Two Minutes. The first play is Trip Right 70 HB Read on One. The second play is Trip Right 22 Z In on First Sound." We will continue the TWO MINUTE OFFENSE until the clock is stopped or QB calls for huddle or time out. We can and will use the TWO MINUTE OFFENSE even though there may be more than two minutes left on the clock.

#### QUICK HUDDLE OFFENSE

This situation offense will be used primarily when we are behind by more than one TD in the 4<sup>th</sup> Quarter and the time is running down. The purpose is to be as efficient as possible as we will stay in one personnel group, quickly getting in and out of the huddle in order to conserve as much time as possible.

#### FOUR MINUTE OFFENSE

We have the ball late in the game and we are ahead. We must make First Downs and control the ball for the rest of the game. Backs and receivers stay in bounds to keep the clock running. It is important that we have no penalties that will stop both us and the clock. Often the game will get emotional at this time. Do not let an opponent bait you

into a cheap and stupid penalty. The offensive team will snap in and out of the huddle: and the QB will control the time on the clock. Here are the coaching points:

1. USE THE FULL 40 SECONDS. BREAK THE HUDDLE WITH 12 SECONDS REMAINING ON THE 40 SECOND CLOCK.
2. PROTECT THE BALL—DO NOT STRUGGLE FOR EXTRA YARDS.
3. STAY IN BOUNDS
4. NO PENALTIES
5. EXPECT THE BLITZ—BLOCK AGGRESSIVELY
6. INSIDE ONE MINUTE USE TIGHT VICTORY FORMATION

#### USE OF TIME OUTS IN THE LAST TWO MINUTES

1. THE LAST TIME OUT WILL BE SAVED FOR A FIELD GOAL OR WHEN WE CANNOT RUN TWO PLAYS WITHOUT THE CLOCK RUNNING OUT.
2. THE SECOND TO LAST TIME OUT WILL BE SAVED TO USE WITHIN 50 SECONDS IN A SITUATION WHERE WE WOULD WASTE TOO MUCH TIME IN BETWEEN PLAYS.

#### TWO MINUTE OFFENSE COACHING POINTS:

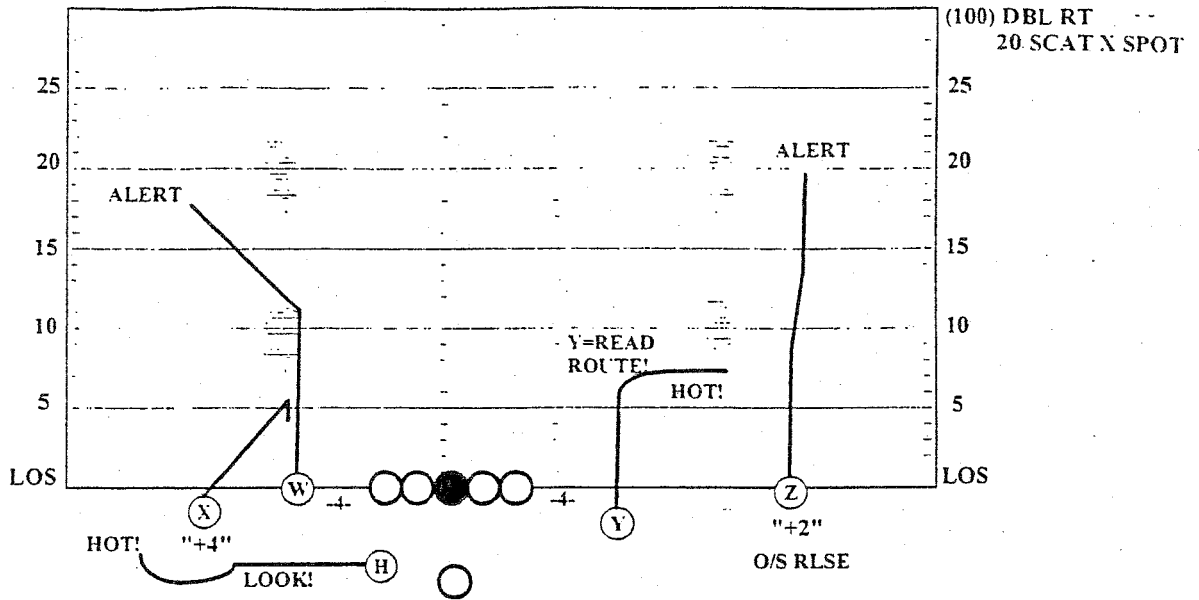
1. QB AWARE OF COMPLETE SITUATION AND PLAY BEFORE TAKING FIELD.
2. OFFENSIVE TEAM AWARE OF CLOCK BEFORE TAKING FIELD.
3. ALL PLAYS ARE ON FIRST SOUND IF CLOCK IS RUNNING.
4. BASIC STOP THE CLOCK PLAY IS 372 OSCAR ONLY ON FIRST OR SECOND DOWN UNLESS WE ATTEMPT A FIELD GOAL WITH LESS THAN 15 SECONDS.
5. INTENTIONAL STOP THE CLOCK PLAY WILL BE CALLED “**CLOCK**”. THE PLAYERS WILL LINE UP IMMEDIATELY AND FREEZE FOR SNAP. THE QB WILL GROUND THE BALL. **PROTECTION IS 372 FOR THE LINE.**
6. DURING A NO HUDDLE OR TWO MINUTE DRIVE IF THE QB WANTS TO RUN A SNEAK HE WILL CALL “10” (RIGHT) OR “11” (LEFT). BACK SHOULD CHECK SIDELINE FOR TIMEOUT AT THE END OF THE PLAY.

7. QB'S DECISION GETTING OVER THE BALL AFTER A BIG GAIN OR CALLING TIME OUT.
8. QB—NO HEROICS—DO NOT TRY THE IMPOSSIBLE.
9. BALL CARRIERS—DON'T STRUGGLE FOR EXTRA INCHES.
10. GET CLEARLY OUT OF BOUNDS IF POSSIBLE. GET YARDAGE UPFIELD, AND THEN STEP OUT. CHECK THE OFFICIAL ON THE SIDELINE TO SEE IF THE CLOCK IS STOPPED OR RUNNING.
11. TEAM—AFTER A BIG GAIN, RUN AND GET OVER BALL QUICKLY.
12. QB CALLING TIME OUT—GO TO REFEREE BEFORE PLAY IS STOPPED AND SIGNAL IF PLAYER IS TACKLED IN BOUNDS.
13. QB COMES TO SIDELINES DURING TIME OUT AND ALWAYS CHECK SIDELINE WHEN TIME IS NOT OUT.
14. LISTEN FOR THE QB'S DIRECTION. DON'T ASSUME BALL IS OUT OF BOUNDS.
15. ANY PLAYER CAN CALL TIME OUT, BUT NO PLAYER SHOULD CALL TIME OUT UNLESS SIGNALLED BY THE BENCH.
16. THE OFFENSE CAN BE PENALIZED, AND 10 SECONDS RUN OFF THE CLOCK IF THERE IS AN OFFENSIVE PENALTY. THE CLOCK IS RUNNING AND WE HAVE NO TIME OUTS LEFT.

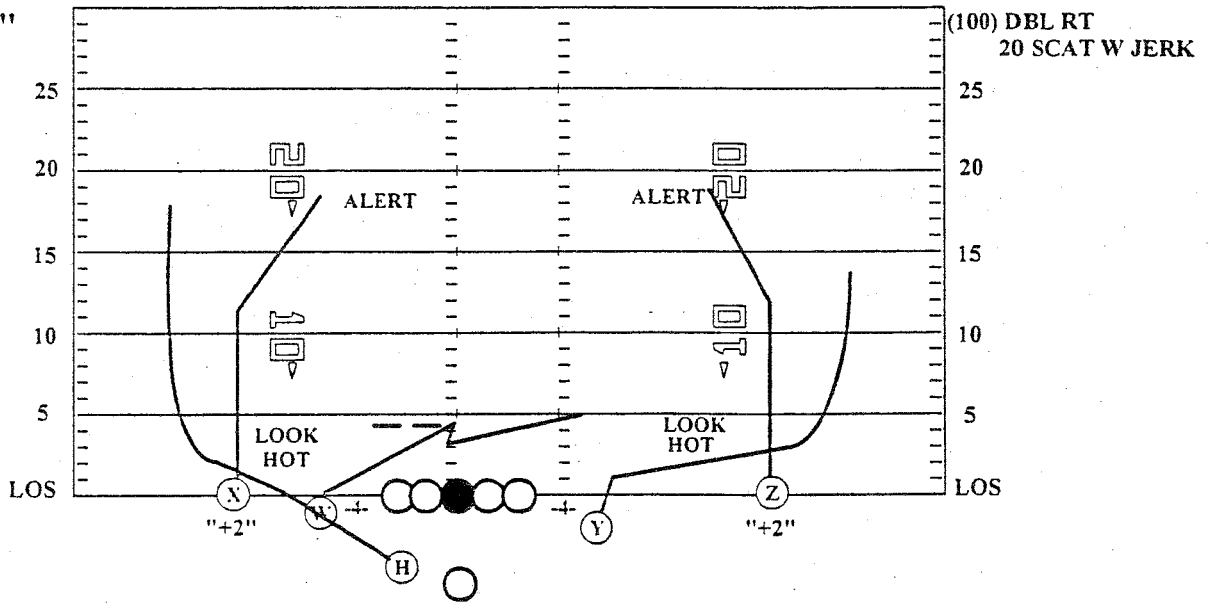


# TWO MINUTE

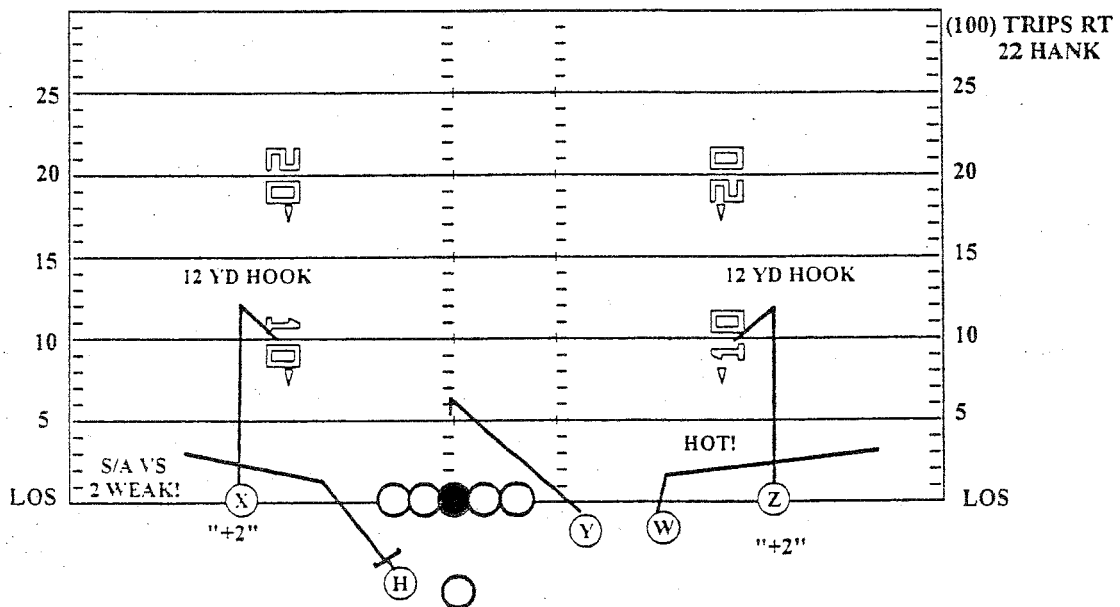
"20"



"20 JERK"

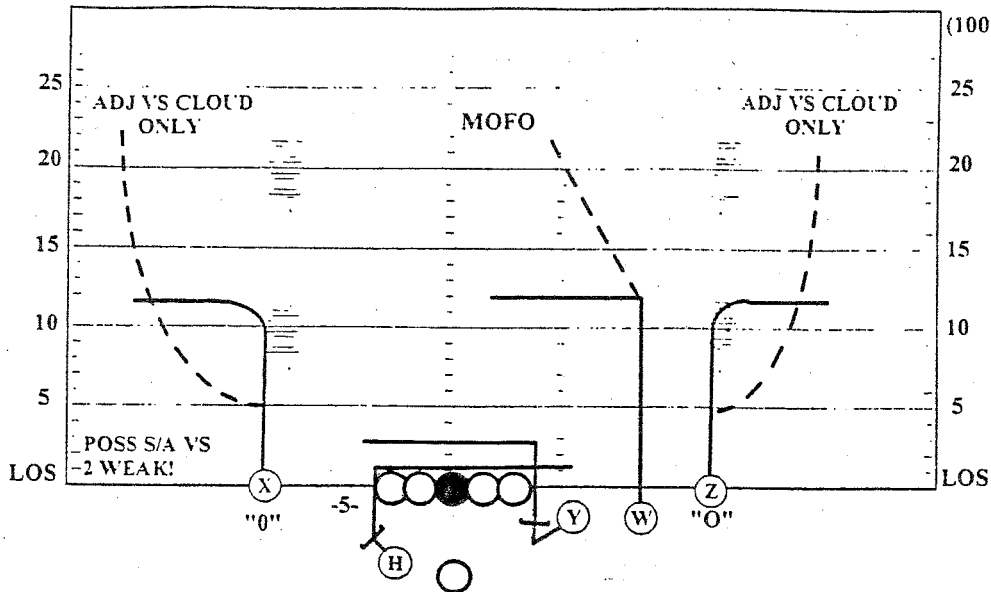


"22"



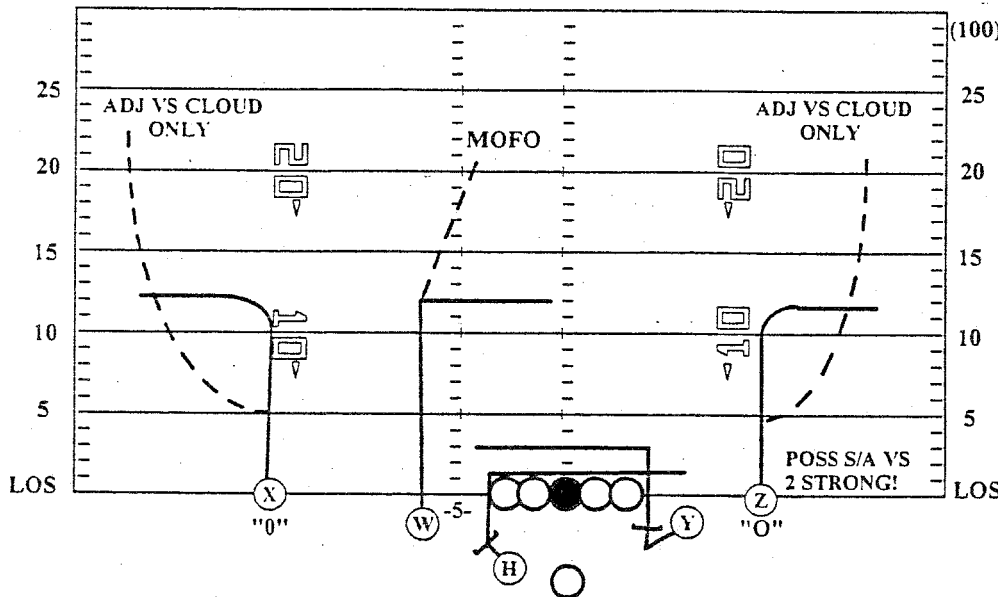
## TWO MINUTE

"24 ROG"



\*\*\* CRAZY IS UNDERSTOOD IN TWO MINUTE

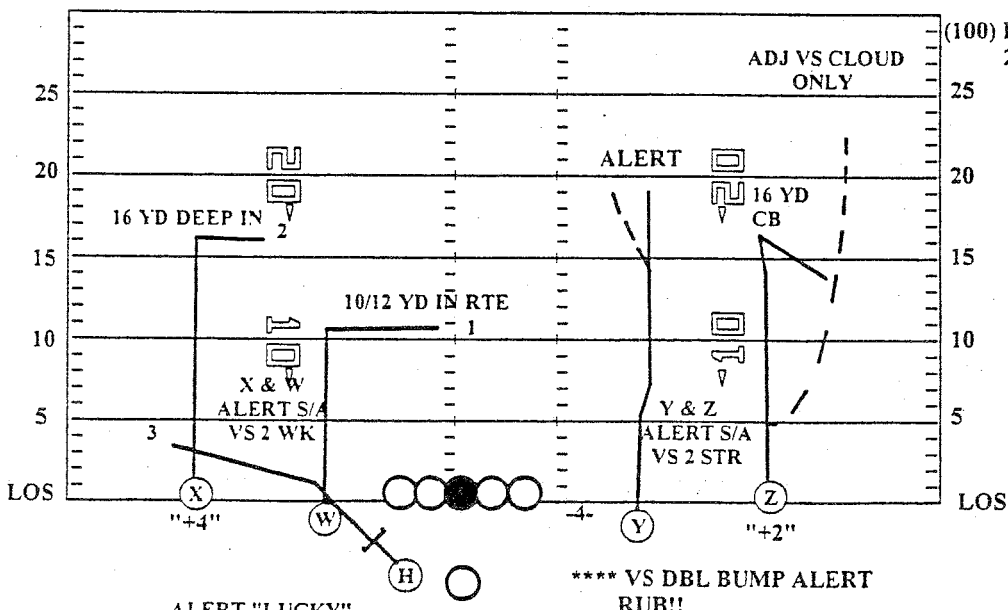
"24 LOU"



\*\*\* OPEN HAND SIGNAL FOR DOUBLE GO!!

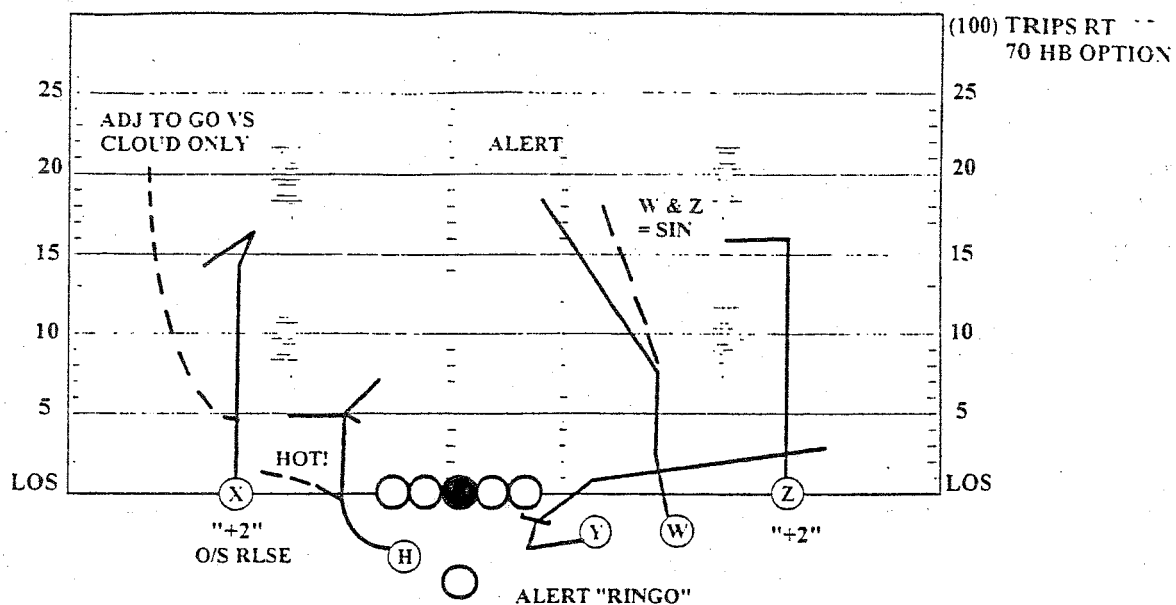
\*\*\* CRAZY IS UNDERSTOOD IN TWO MINUTE

"26"

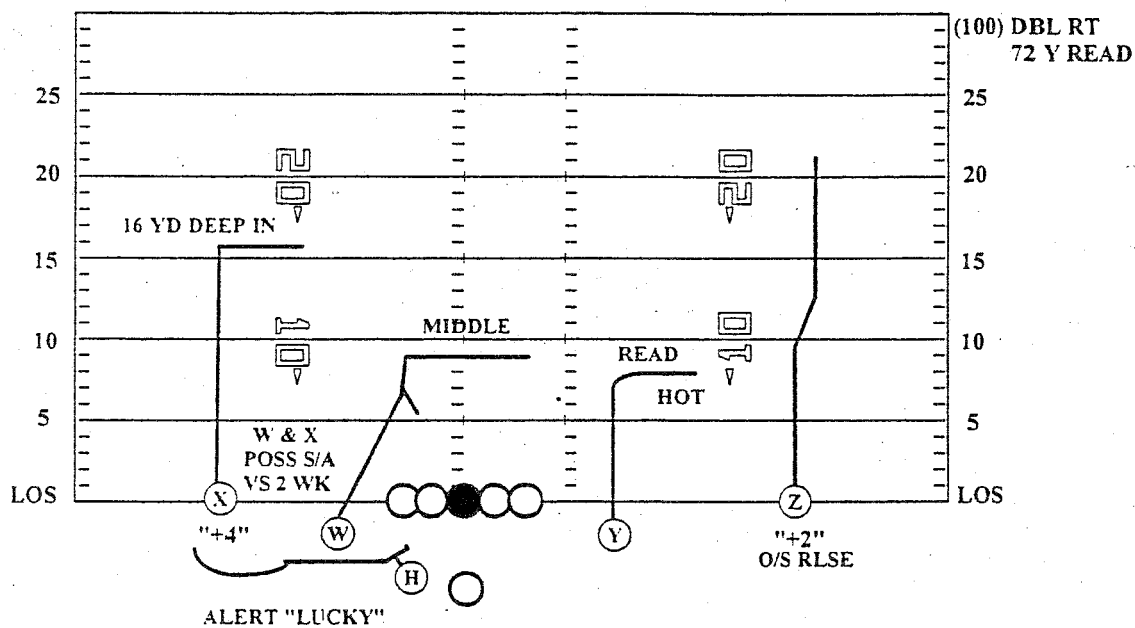


\*\*\*\* VS DBL BUMP ALERT RIIR!!

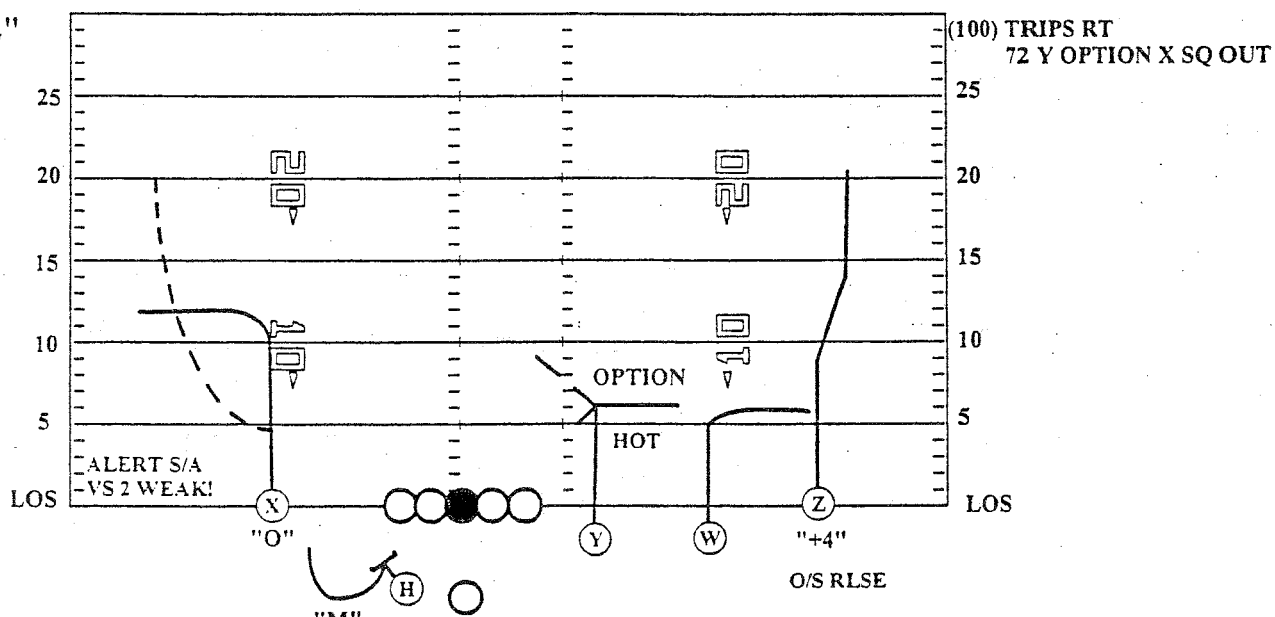
"70"



"72"

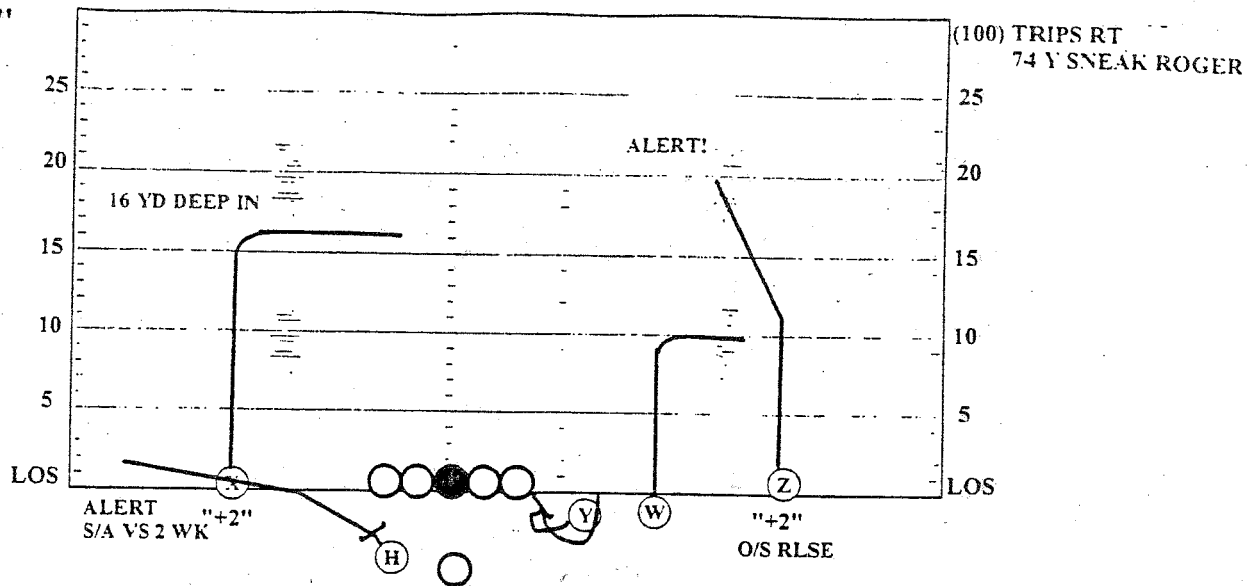


"72 YANKEE"

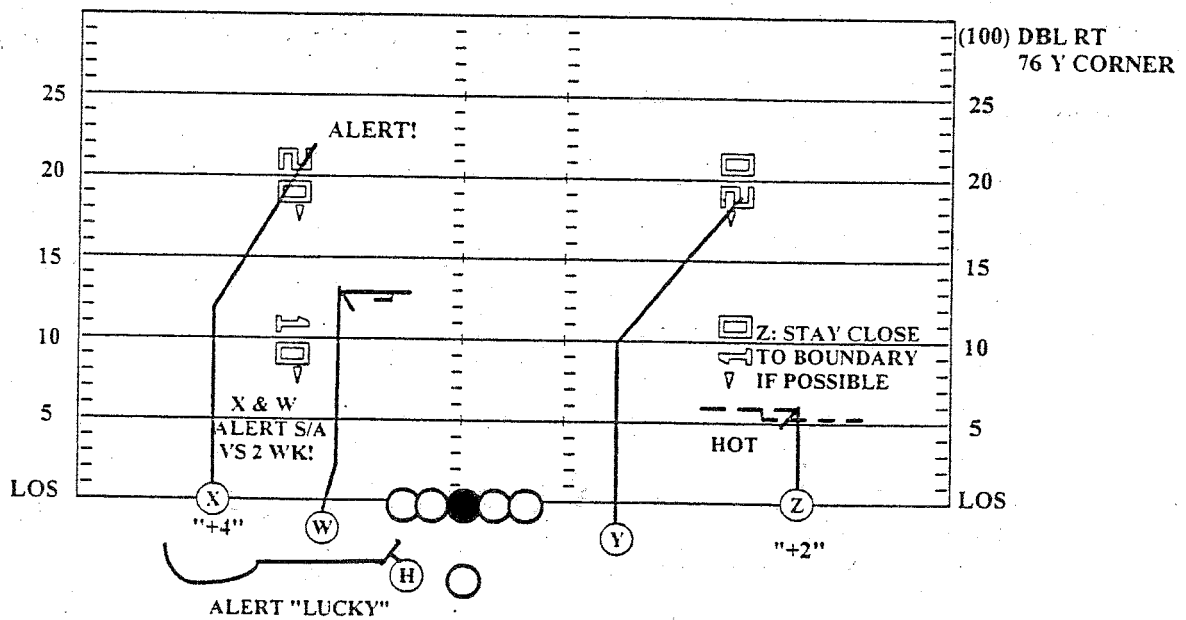


# TWO MINUTE

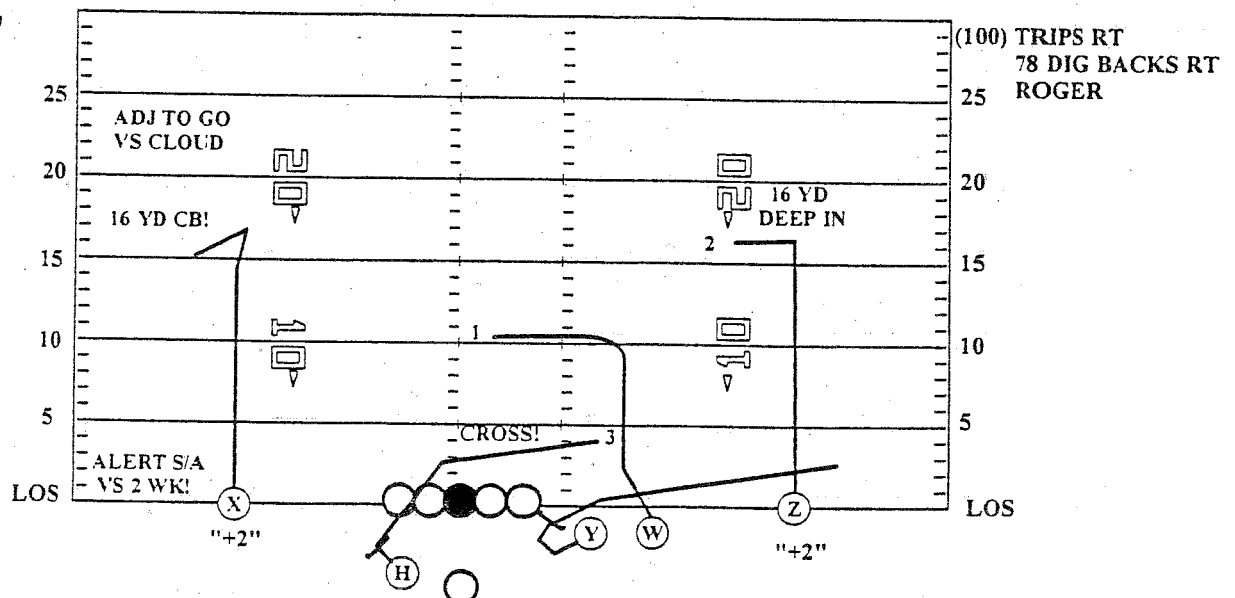
"74 ROG"



"76"

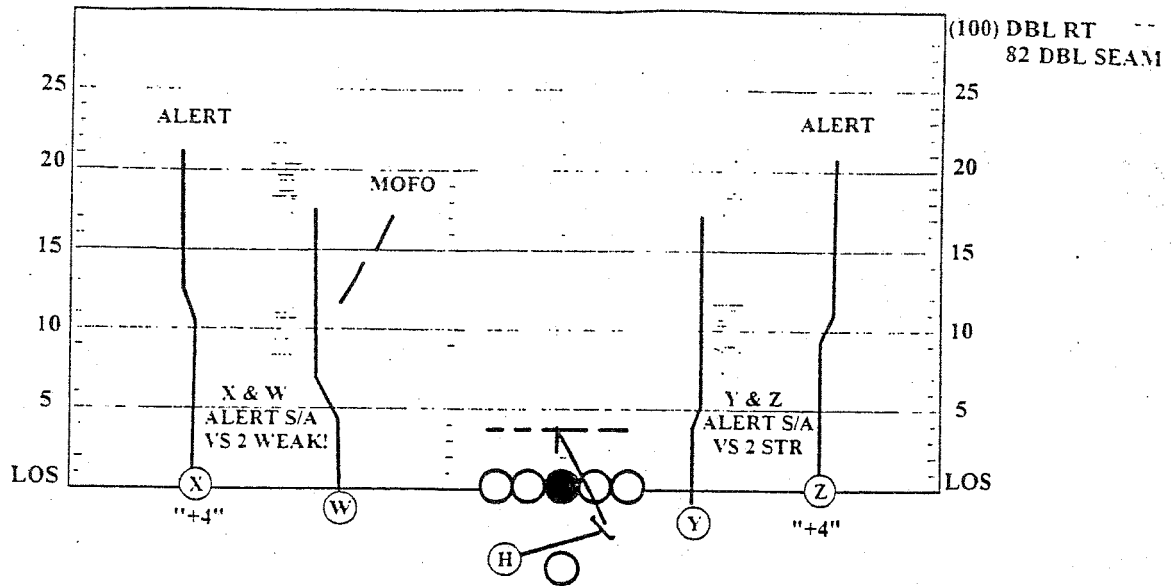


"78 ROG"

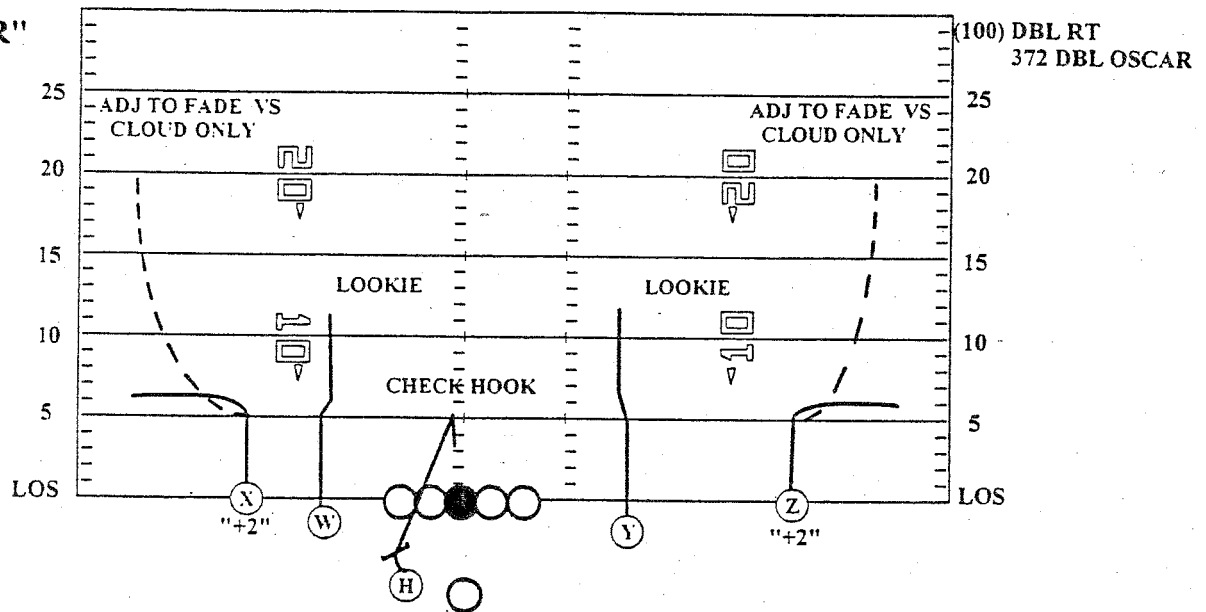


# TWO MINUTE

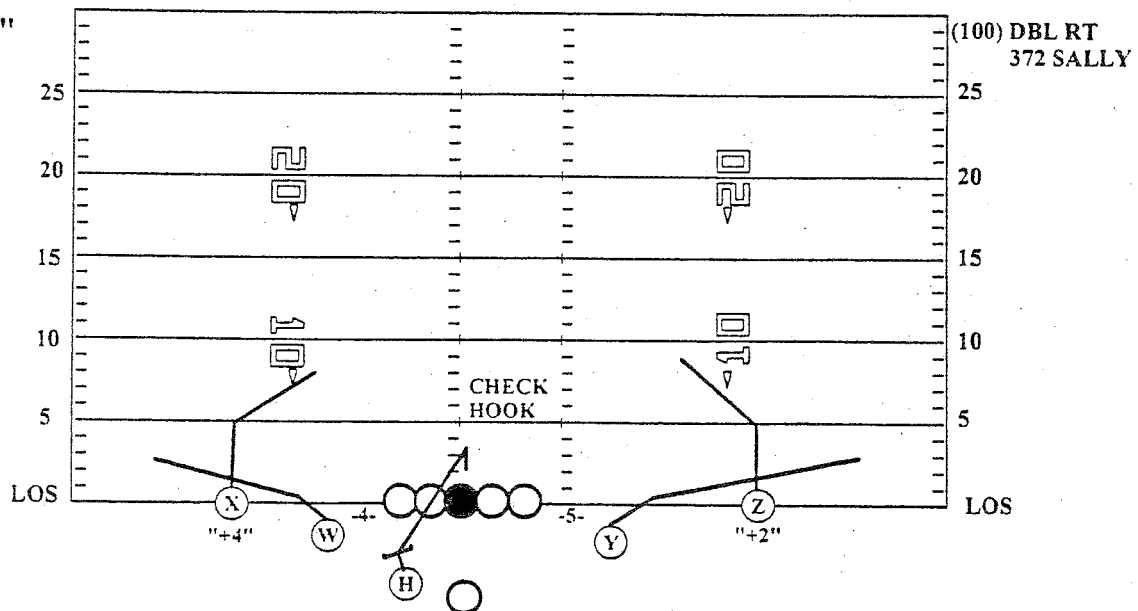
"82"



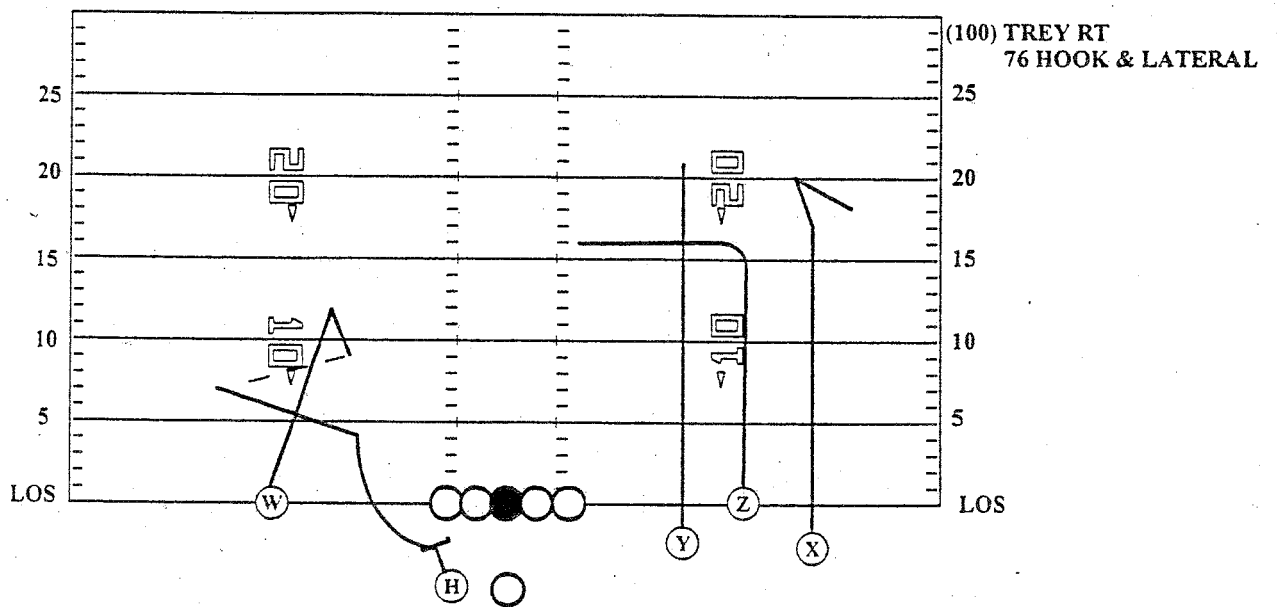
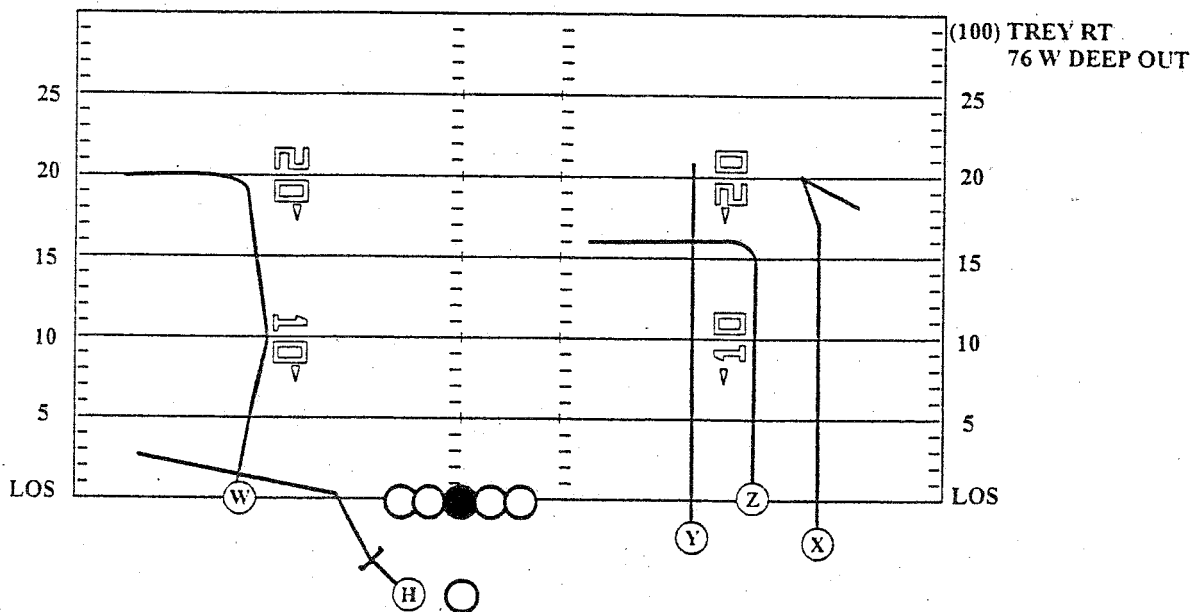
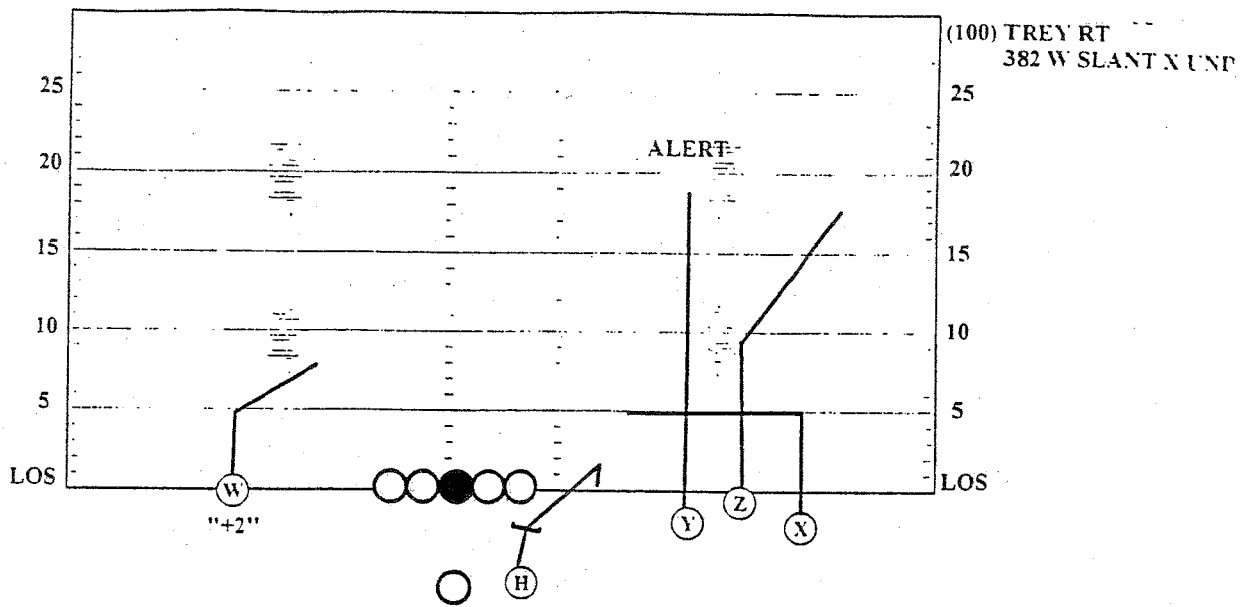
"372 OSCAR"



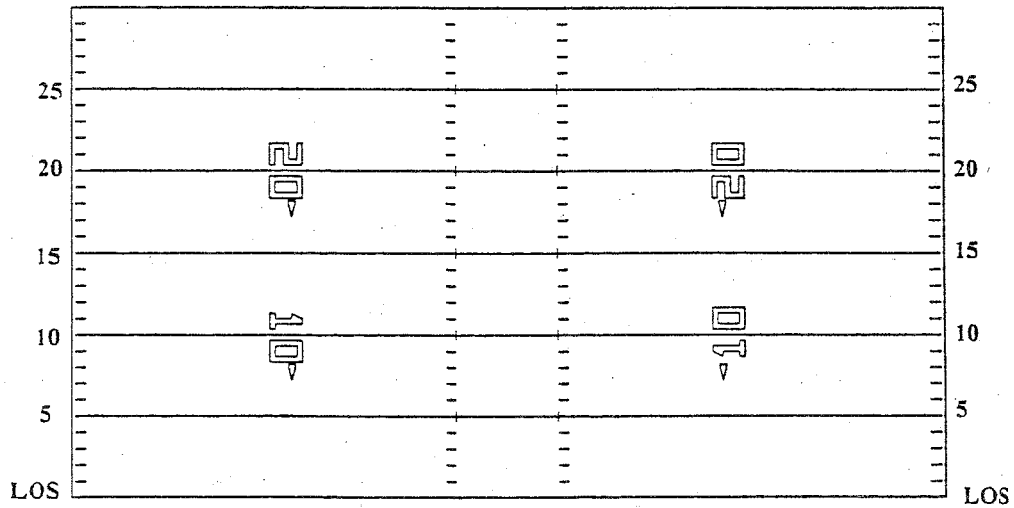
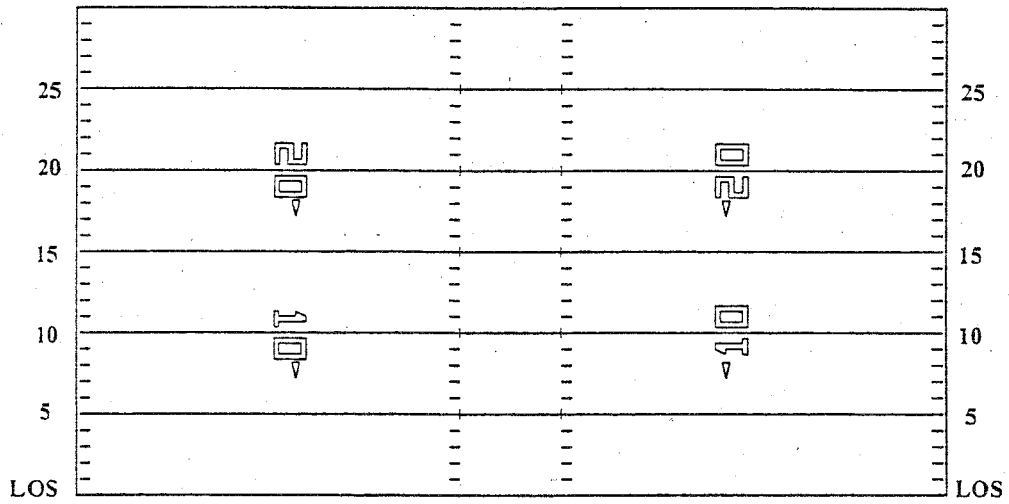
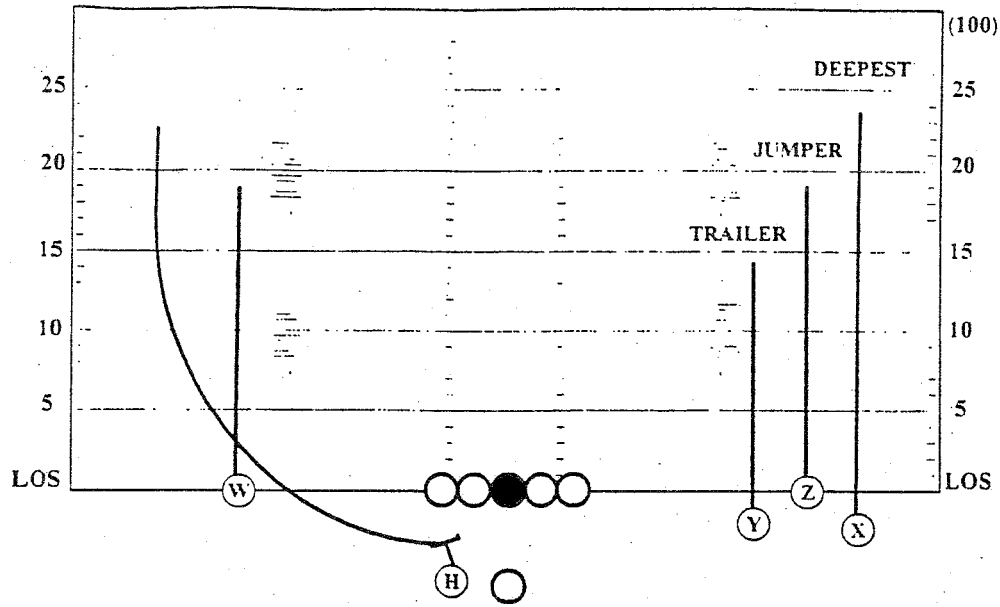
"372 SALLY"



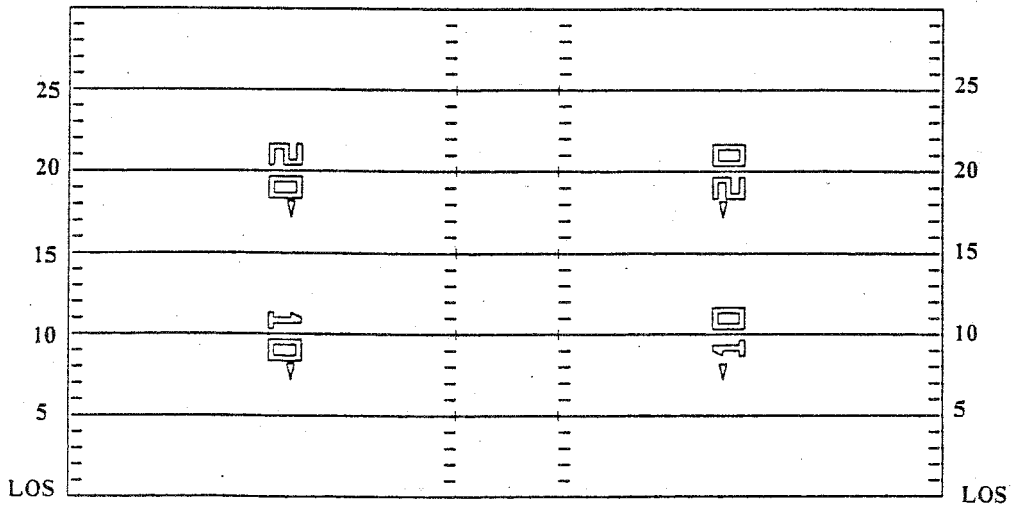
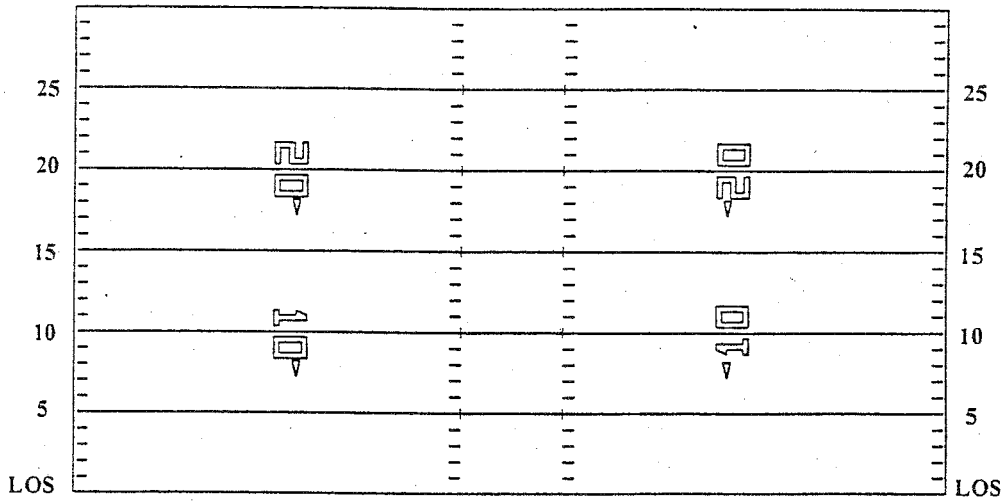
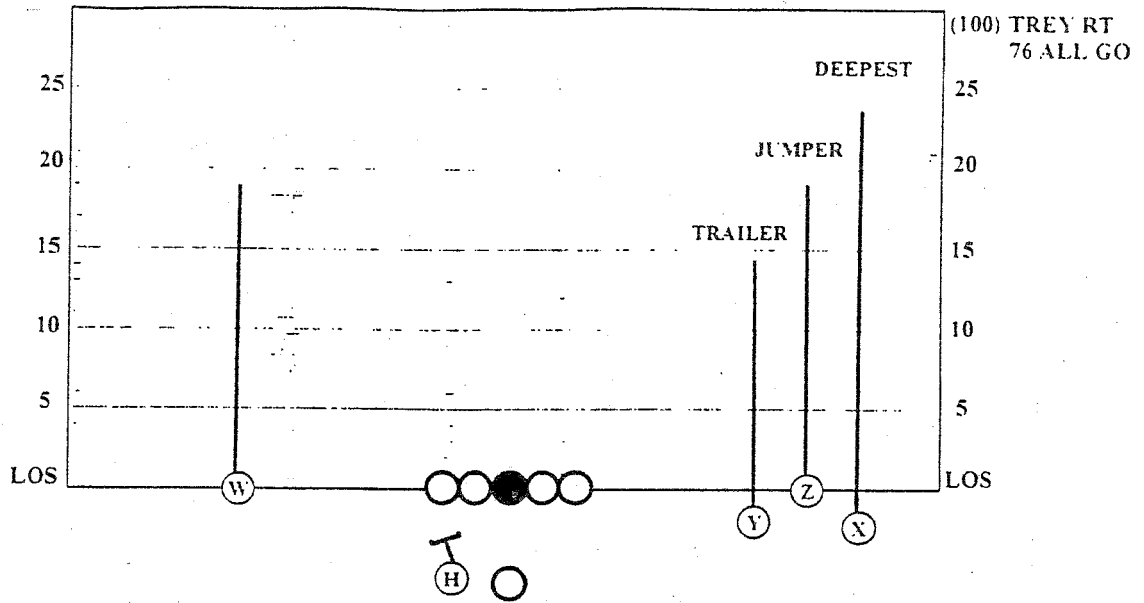
# LAST FOUR



# LAST FOUR



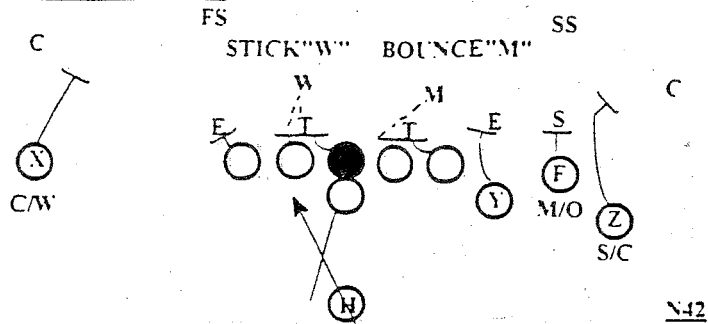
# LAST FOUR



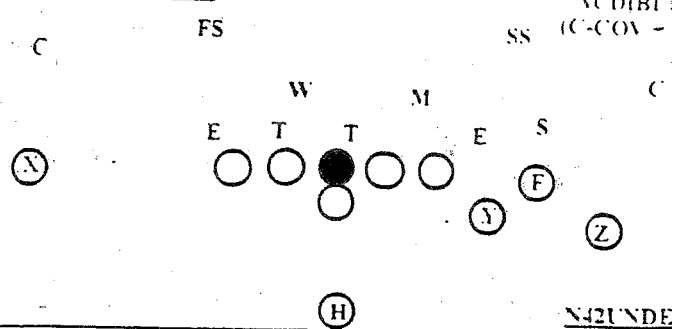


# 33 (32) FRONT

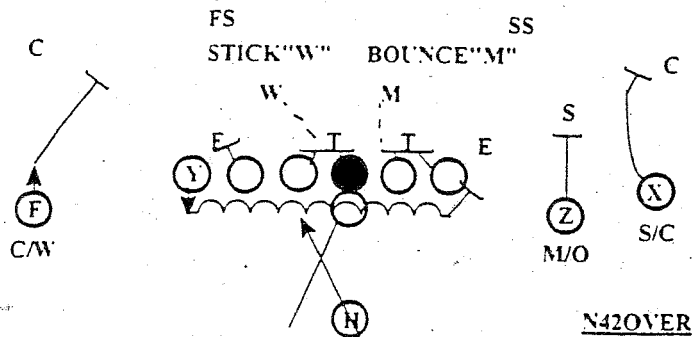
(11) MIX BUNCH RT



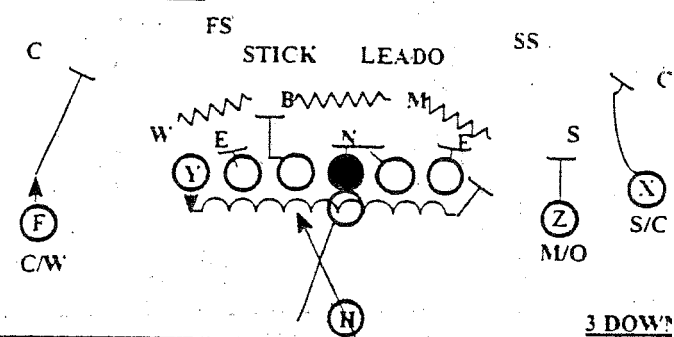
(11) MIX BUNCH RT



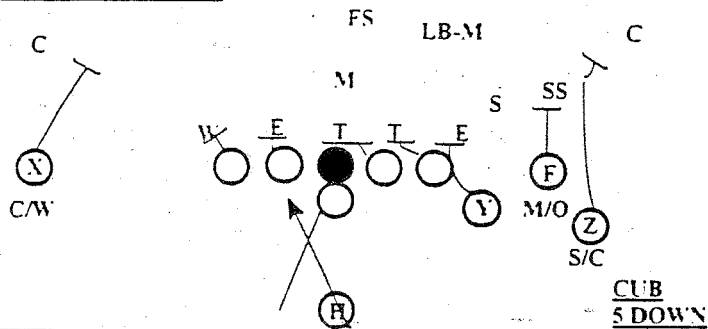
(11) FLOAT RT YOP



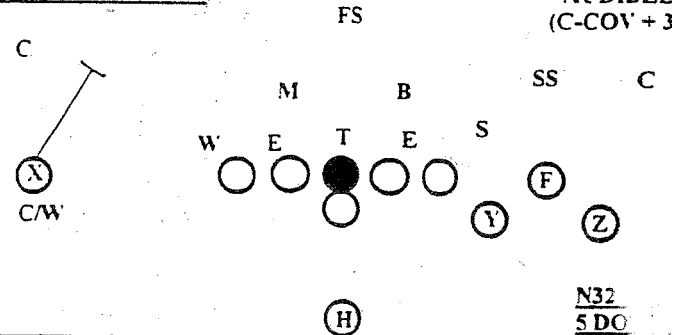
(11) FLOAT RT YOP



(11) MIX BUNCH RT

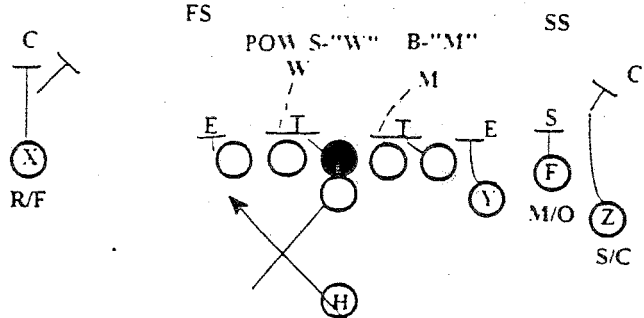


(11) MIX BUNCH RT



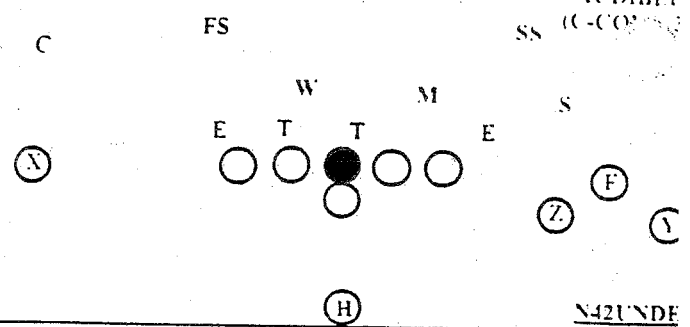
# 39 (38) FRONT

(11) MIX BUNCH RT



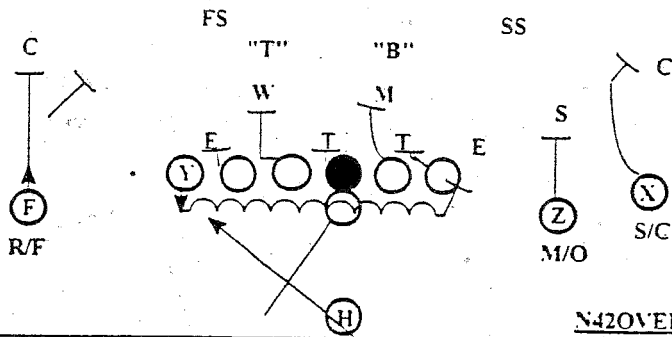
N42

(11) FLK RT YOZ



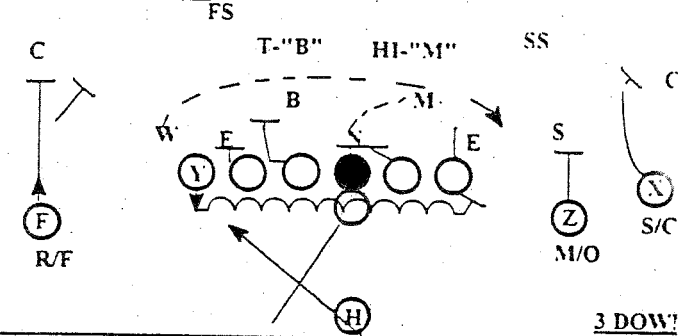
N42 UNDE

(11) FLOAT RT YOP



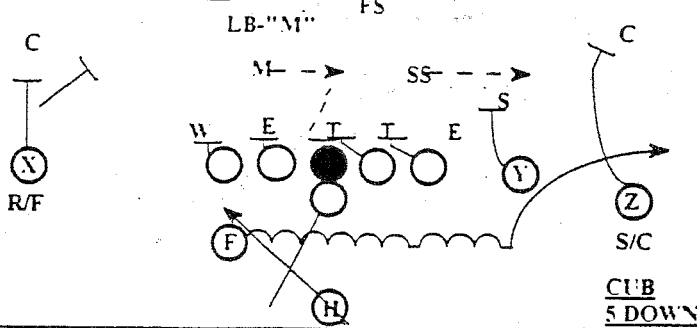
N42 OVER

(11) FLOAT RT YOP



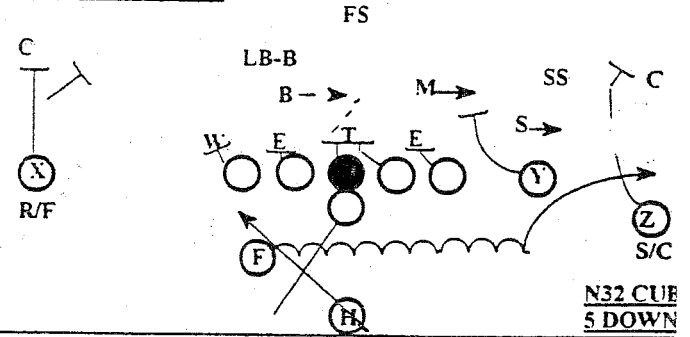
3 DOWN

(30) STEM WK RT FM



CUB  
5 DOWN

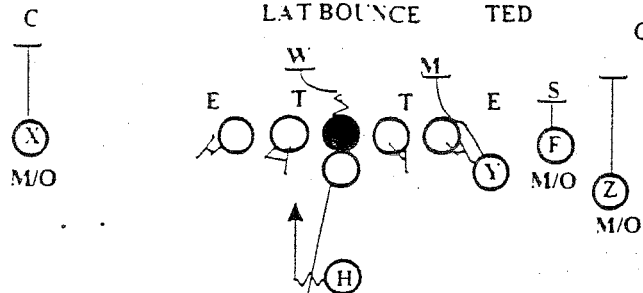
(30) STEM WK RT FM



N32 CUE  
5 DOWN

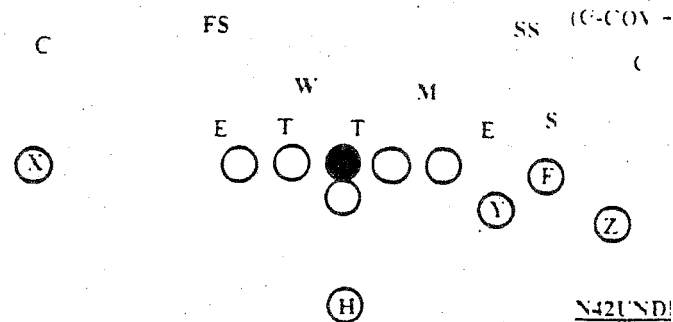
# 41 (40) FRONT

(11) MIX BUNCH RT  
FS



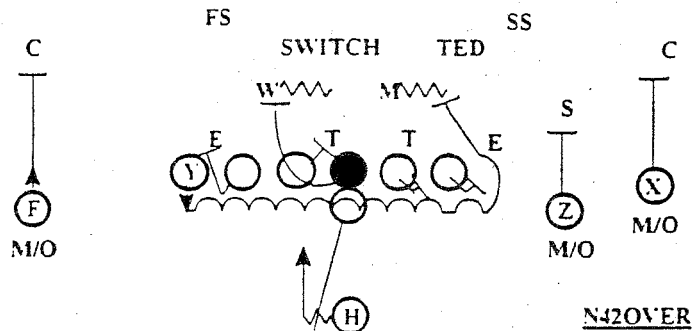
N42

(11) MIX BUNCH RT



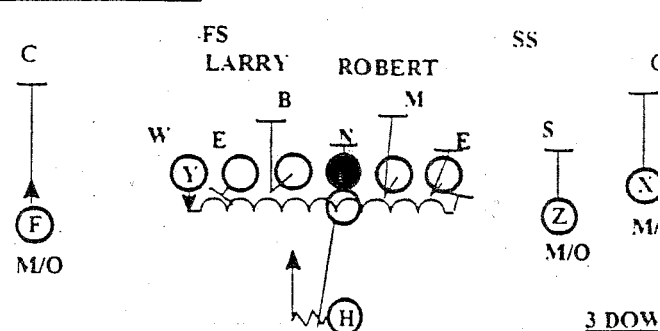
N42UND!

(11) FLOAT RT YOP



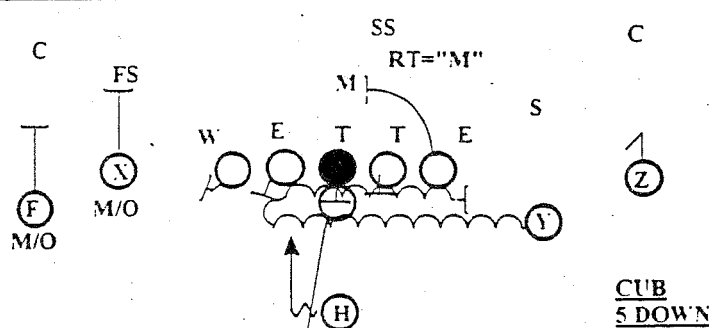
N42OVER

(11) FLOAT RT YOP



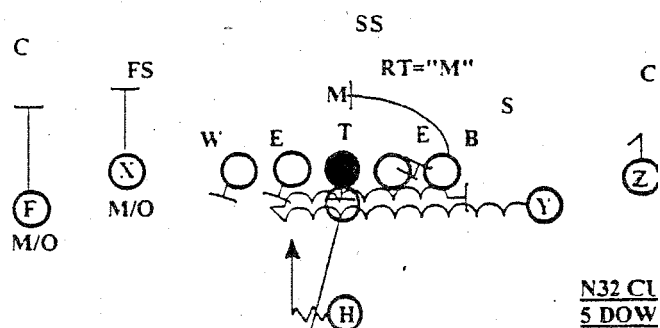
3 DOW

(30) FAR RT YP (41 FRONT Z SMOKE)



CUB  
5 DOWN

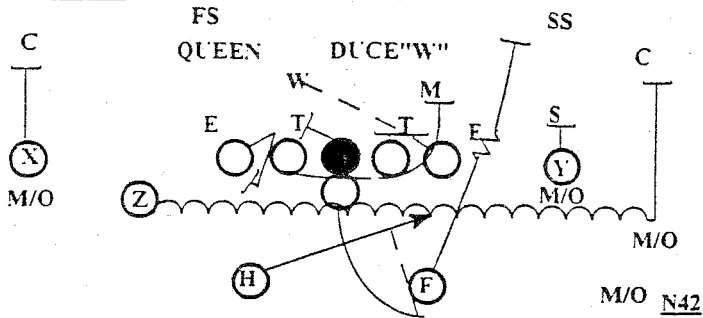
(30) FAR RT YP (41 FRONT Z SMOKE)



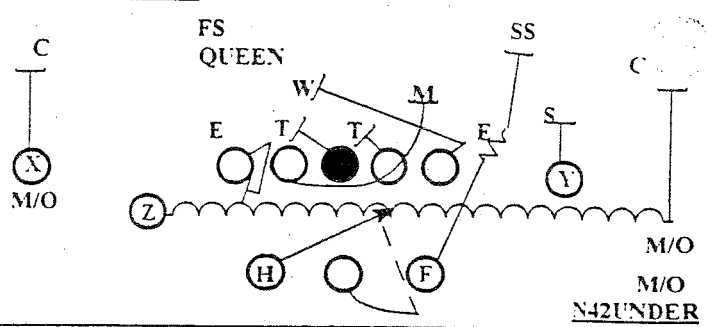
N32 CL  
5 DOW

# 44 (45) SHOVEL

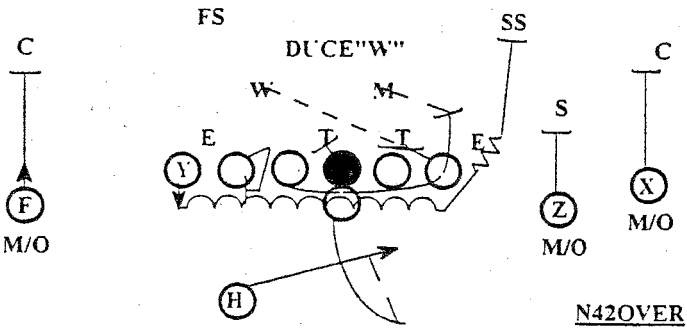
(20) RD RT SL ZM



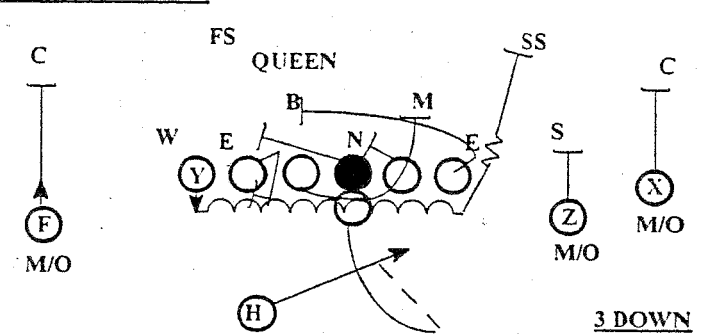
(200) RD RT SL ZM



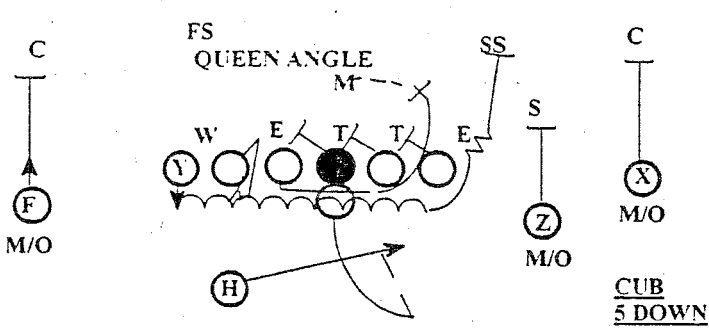
(11) FLOAT RT YOP



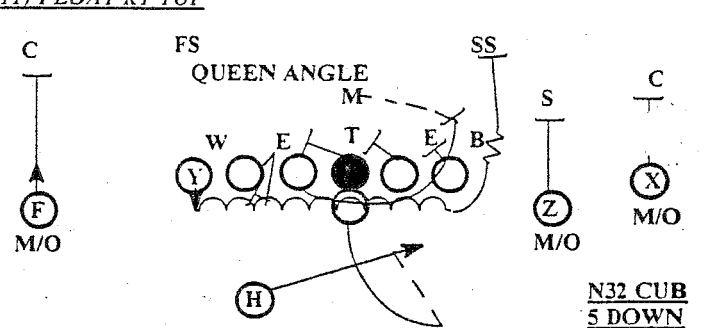
(11) FLOAT RT YOP



(11) FLOAT RT YOP

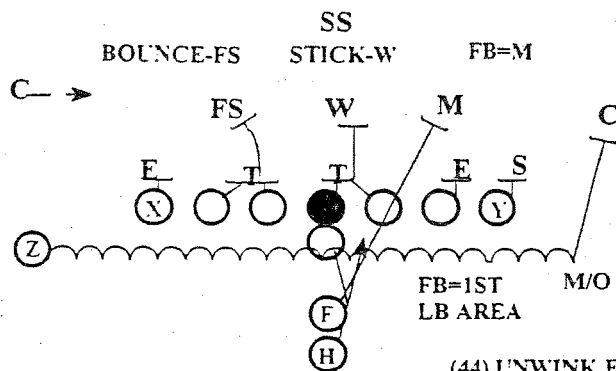


(11) FLOAT RT YOP



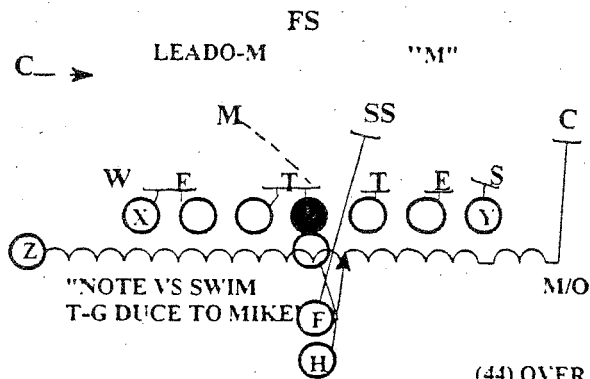
# 32 (33) BLAST STORM

(22) I ZOP



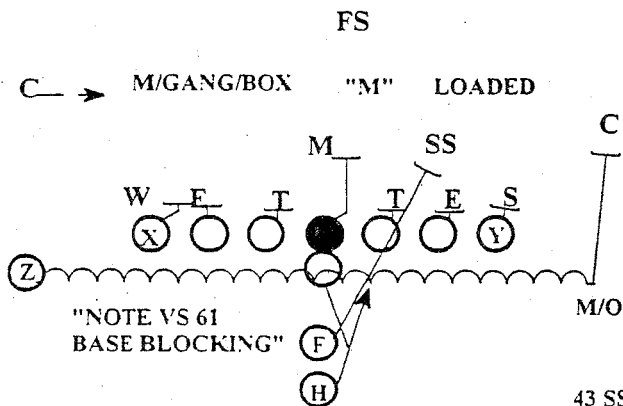
(44) UNWINK FSBOX

(22) I ZOP



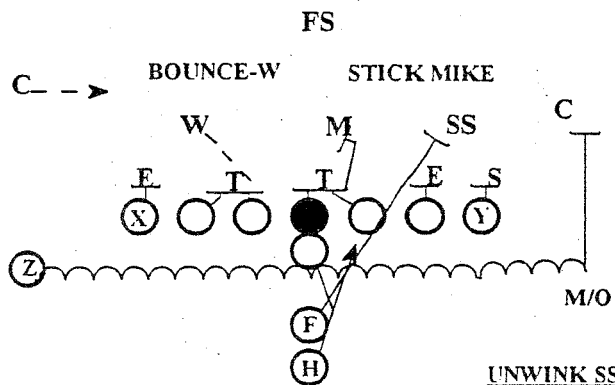
(44) OVER SSBOX

(22) I ZOP



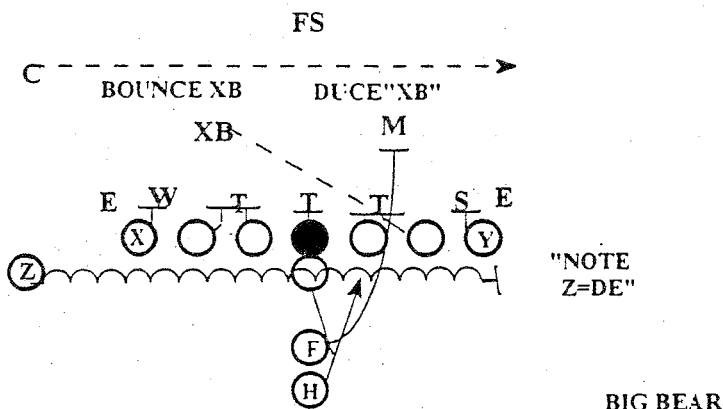
43 SSBOX

(22) I ZOP



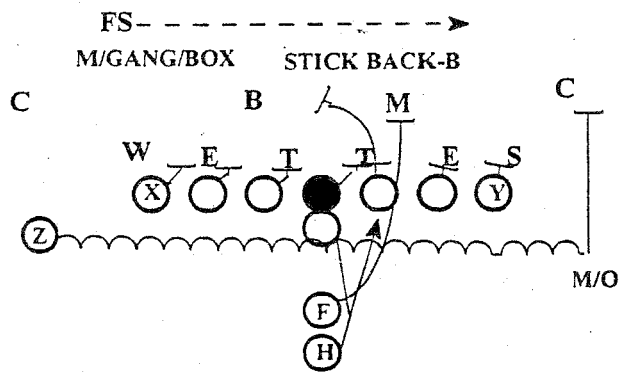
UNWINK SSL

(22) I ZOP



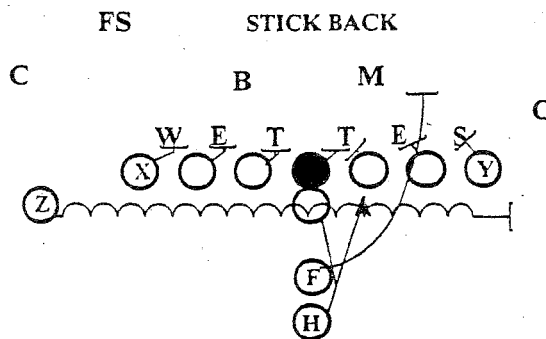
BIG BEAR

(22) I ZOP



62

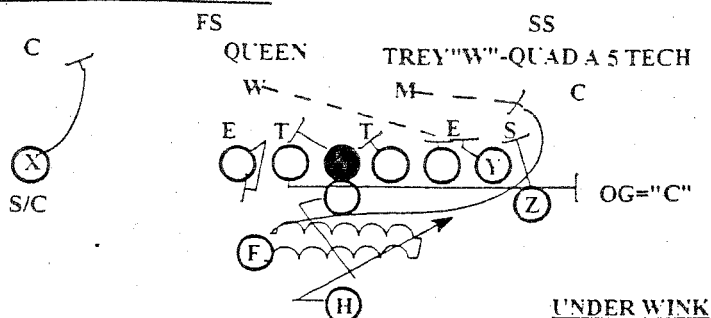
(22) I ZOP



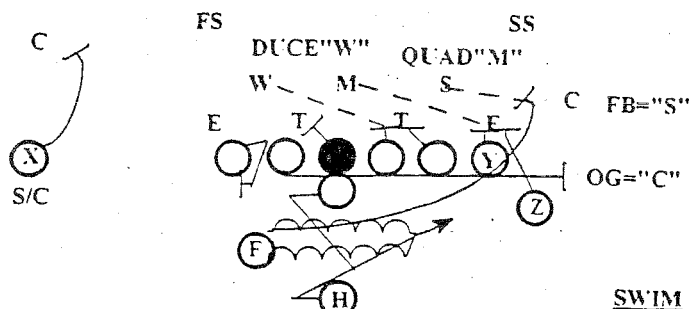
62 GAPS

# 38 (39) CTR "F" LOAD

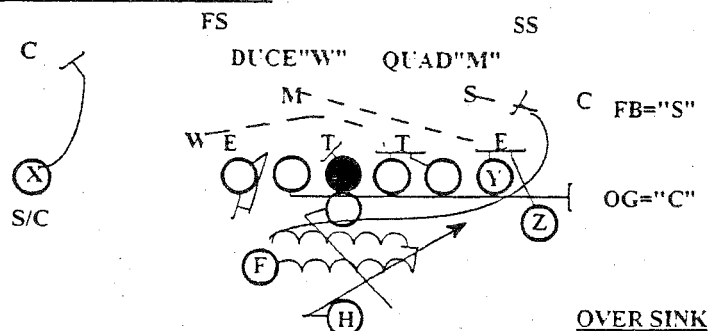
(22Z) STEM WK RT CL FP



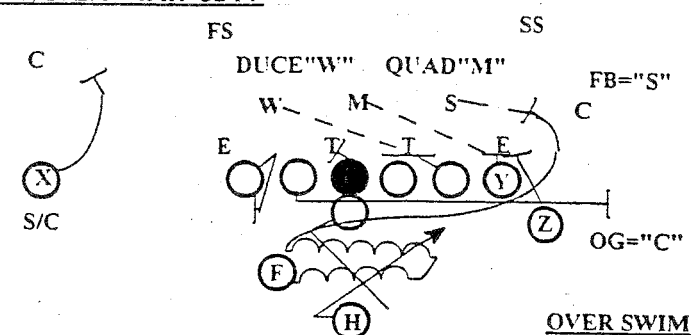
(22Z) STEM WK RT CL FP



(22Z) STEM WK RT CL FP

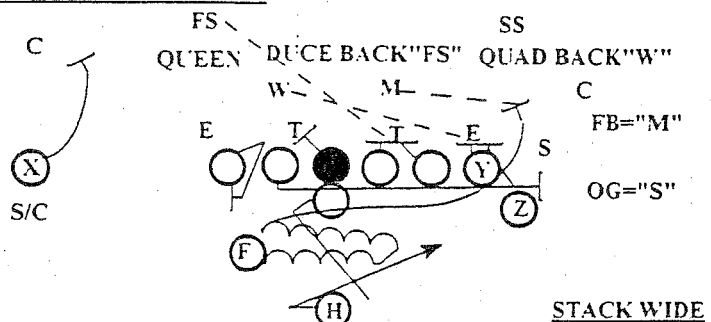


(22Z) STEM WK RT CL FP

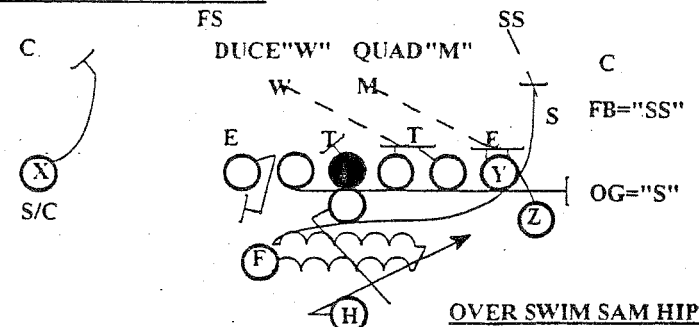


(22Z) STEM WK RT CL FP

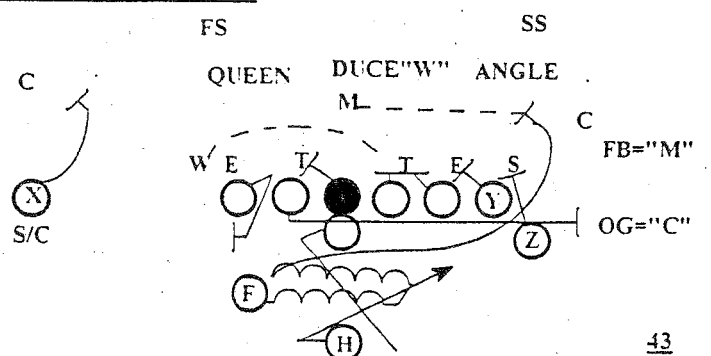
"BACK CALL"



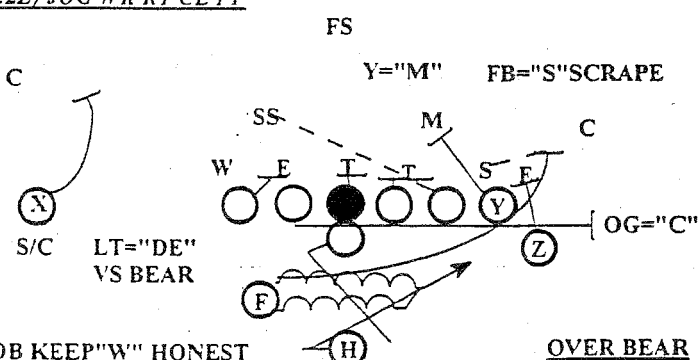
(22Z) STEM WK RT CL FP



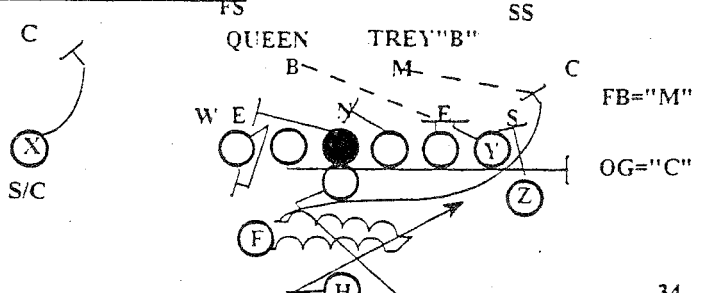
(22Z) JOG WK RT CL FP



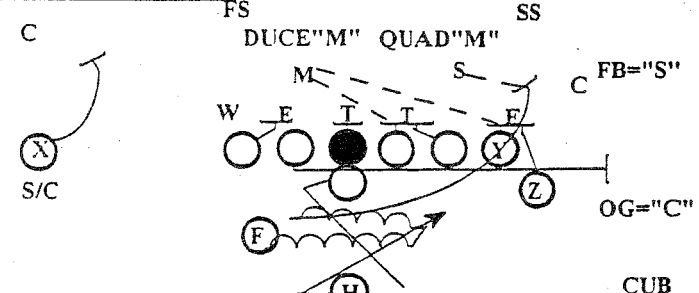
(22Z) JOG WK RT CL FP



(22Z) JOG WK RT CL FP



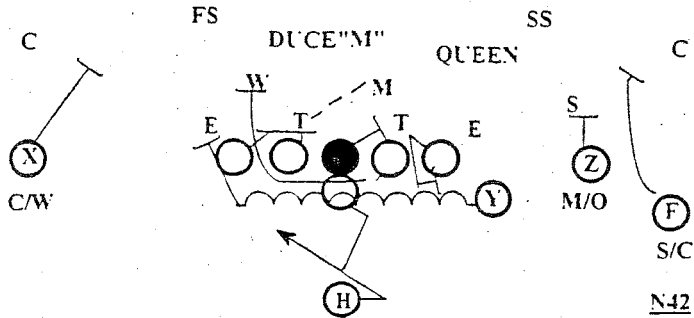
(22Z) JOG WK RT CL FP



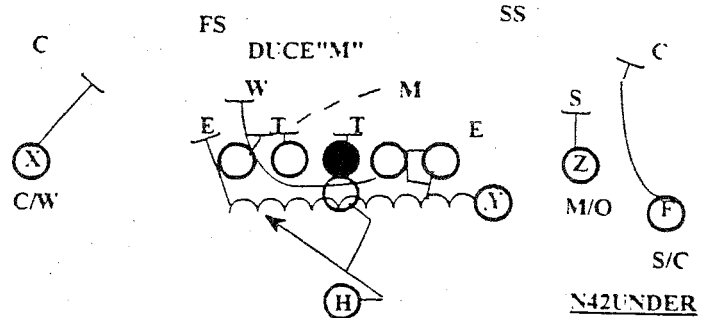


# 16 (17) POST

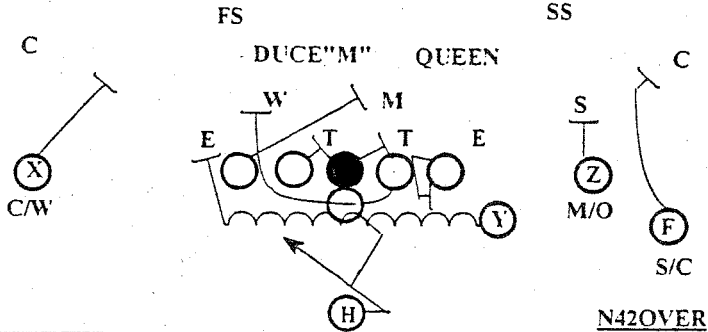
(11) (EXPLODE) FLK RT YF 17 POST



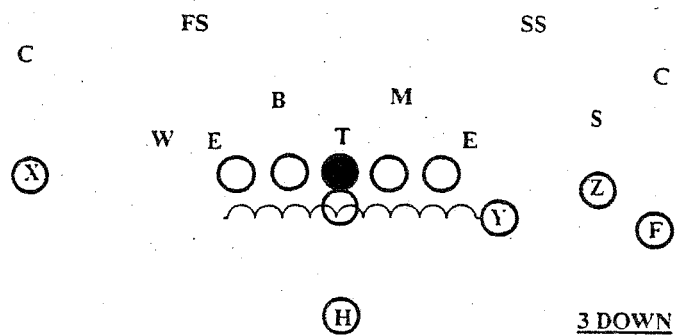
(11) (EXPLODE) FLK RT YF 17 POST



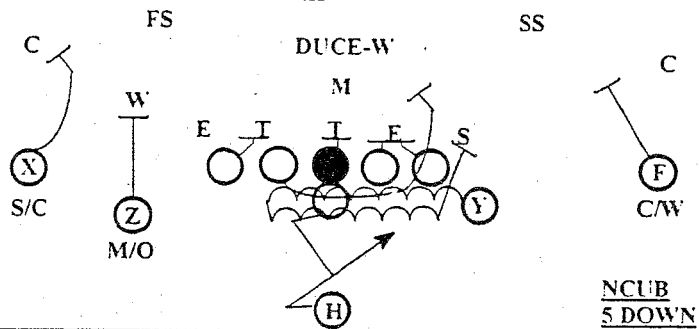
(11) (EXPLODE) FLK RT YF 17 POST



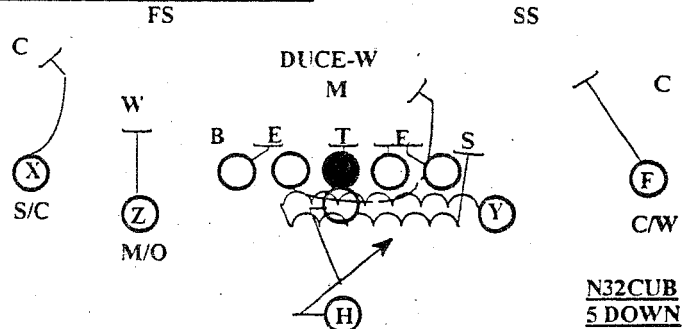
(11) (EXPLODE) FLK RT YF 17 POST



(11) STEM FUL RT YP 16 POST



(11) STEM FUL RT YP 16 POST



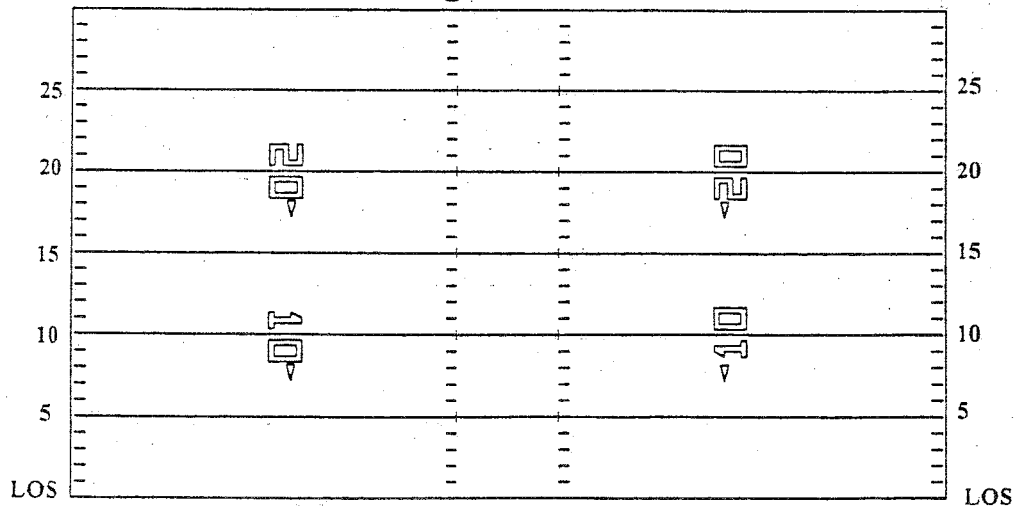
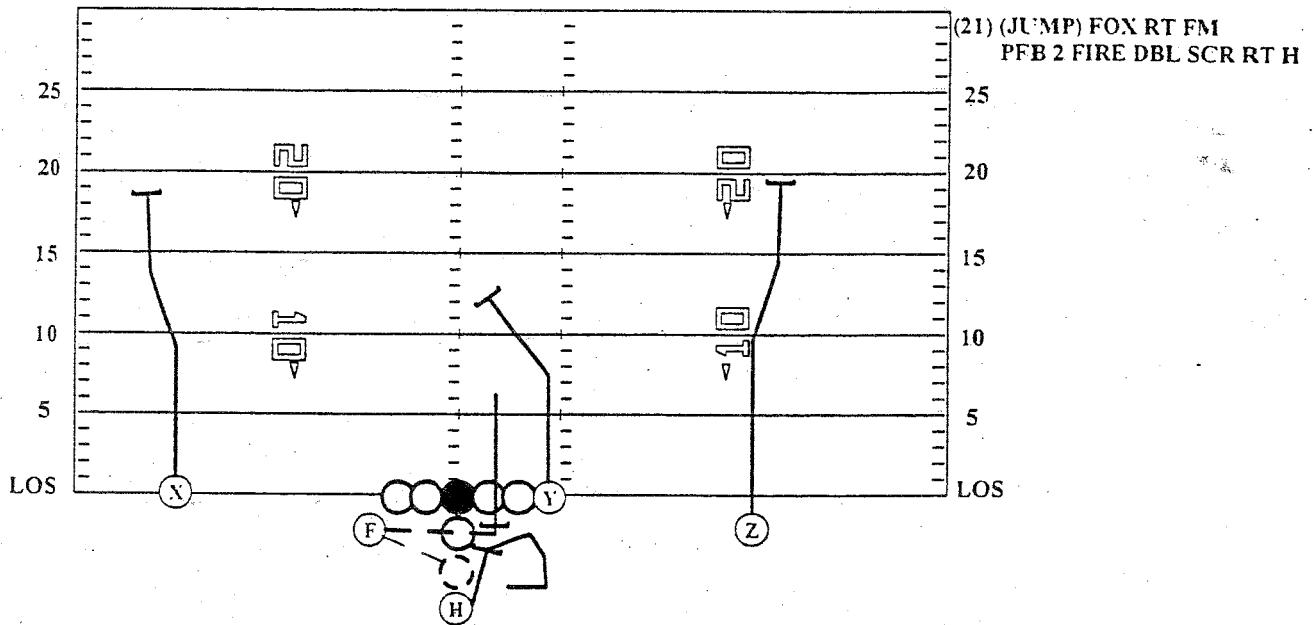
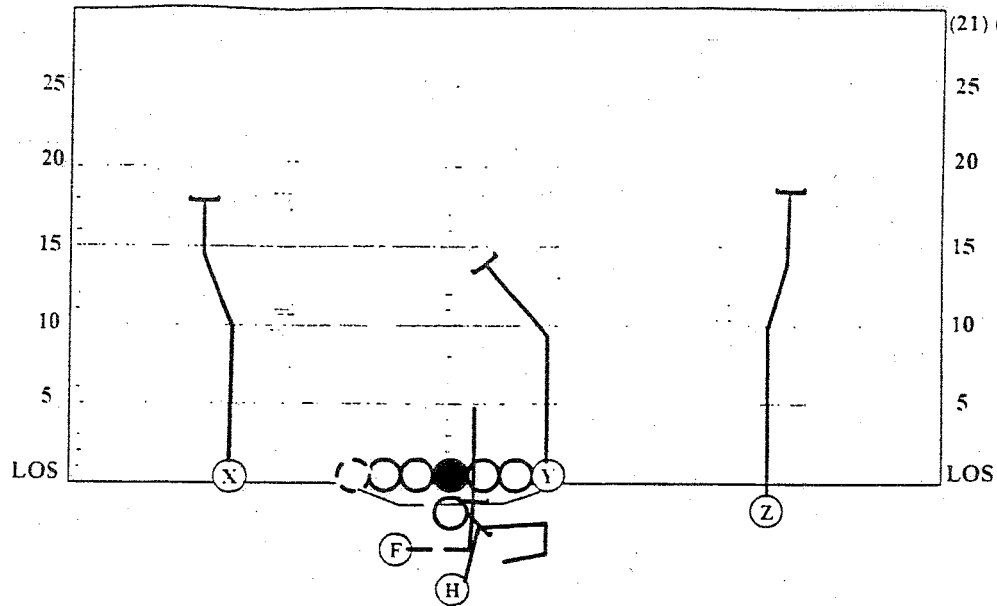


# "CWM" 36 (37) CTR F / 35 (34) BOB

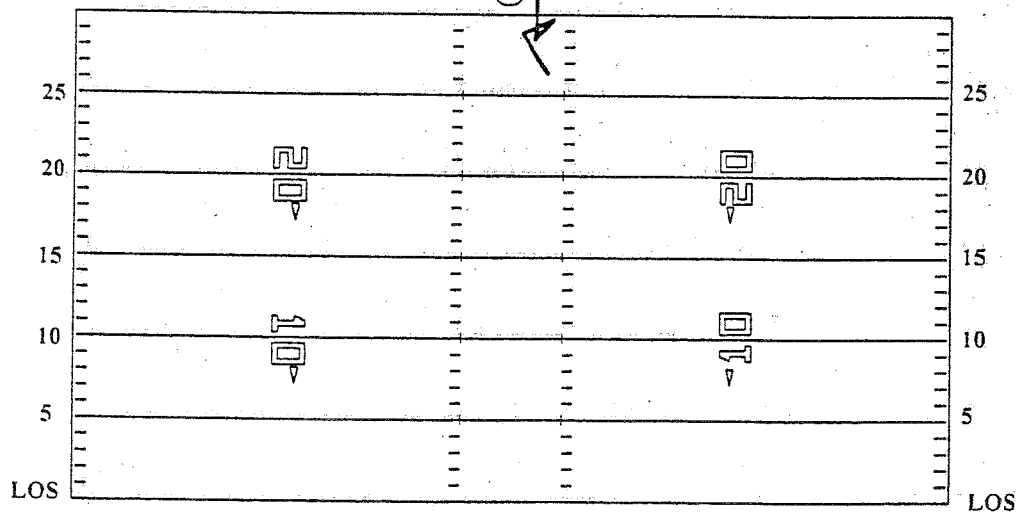
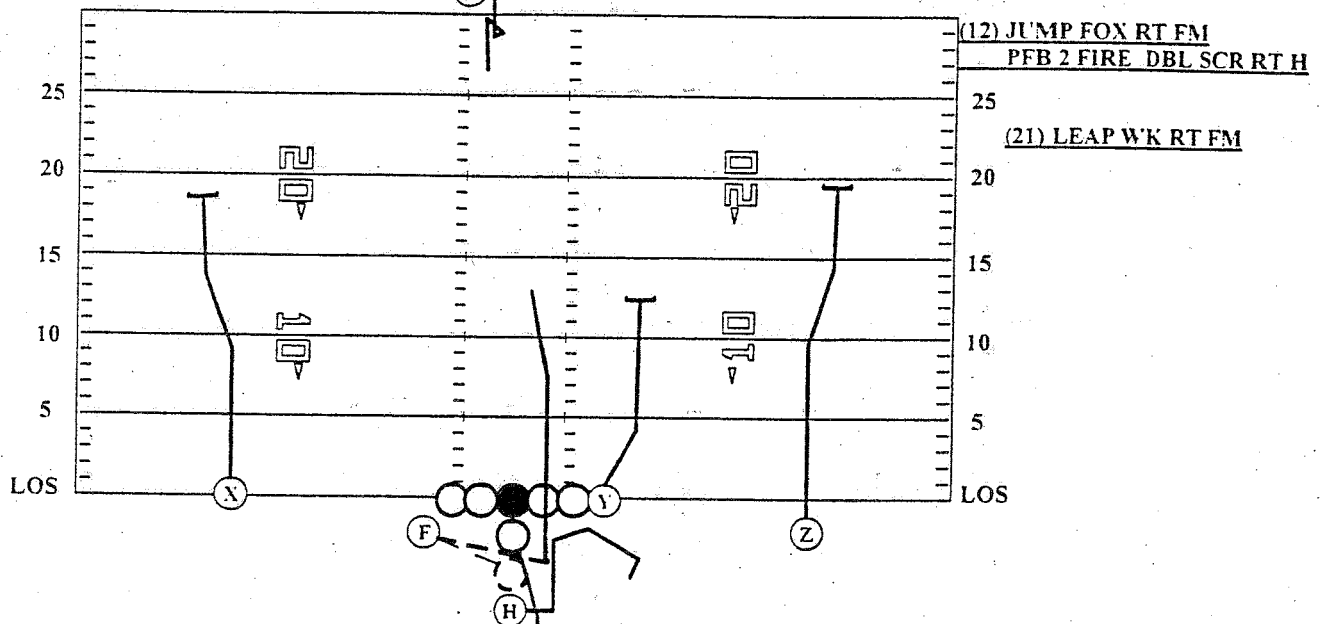
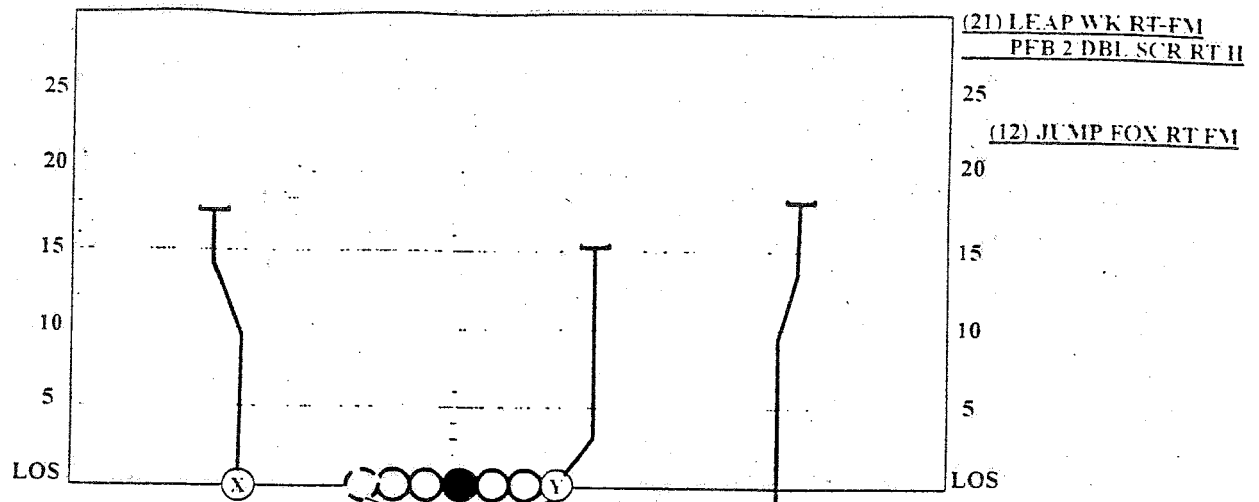
<p>(21/12) STEM WK RT FS "WHITE 36"</p> <p>QUEEN TREY "W" SS</p> <p>W M</p> <p>E T E S</p> <p>C/W</p> <p>"READY"</p> <p>(OK VS GD BUBBLE)</p> <p>OG=PARALLEL PULL</p> <p>UNDER WINK</p>	<p>(21/12) STEM WK RT FS "WHITE 35"</p> <p>STICK "M" BOUNCE "S" SS</p> <p>W M S</p> <p>E T E Y</p> <p>C/W</p> <p>"READY"</p> <p>SWIM</p>
<p>(21/12) STEM WK RT FS "WHITE 35"</p> <p>STICK/TAG "M" BOUNCE "S" SS</p> <p>W M S</p> <p>E T E Y</p> <p>C/W</p> <p>"READY"</p> <p>OVER SINK</p>	<p>(21/12) STEM WK RT FS "WHITE 35"</p> <p>STICK "M" BOUNCE "S" SS</p> <p>W M S</p> <p>E T E Y</p> <p>C/W</p> <p>"READY"</p> <p>OVER SWIM</p>
<p>(21/12) STEM WK RT FS "WHITE 35"</p> <p>STICK BACK "M" BOUNCE "SS" SS</p> <p>W M S</p> <p>E T E Y</p> <p>C/W</p> <p>"READY"</p> <p>STACK WIDE</p>	<p>(21/12) STEM WK RT FS "WHITE 35"</p> <p>STICK "M" BOUNCE "SS"/"S" SS</p> <p>W M S</p> <p>E T E Y</p> <p>C/W</p> <p>"READY"</p> <p>OVER SWIM SAM HIP</p>
<p>(21/12) STEM WK RT FS "WHITE 35"</p> <p>STICK "M" GANG/BOX SS</p> <p>W M</p> <p>E T E S</p> <p>C/W</p> <p>"READY"</p> <p>43</p>	<p>(21/12) STEM WK RT FS "WHITE 35"</p> <p>BOUNCE "M" SS</p> <p>W M</p> <p>E T E S</p> <p>C/W</p> <p>"READY"</p> <p>OVER BEAR</p>
<p>(21/12) STEM WK RT FS "WHITE 36"</p> <p>QUEEN TREY "B" SS</p> <p>B M</p> <p>E T E S</p> <p>C/W</p> <p>"READY"</p> <p>(OK VS GD BUBBLE)</p> <p>34</p>	<p>(21/12) STEM WK RT FS "WHITE 35"</p> <p>STICK BACK "M" GANG/BOX SS</p> <p>W M</p> <p>E T E S</p> <p>C/W</p> <p>"READY"</p>



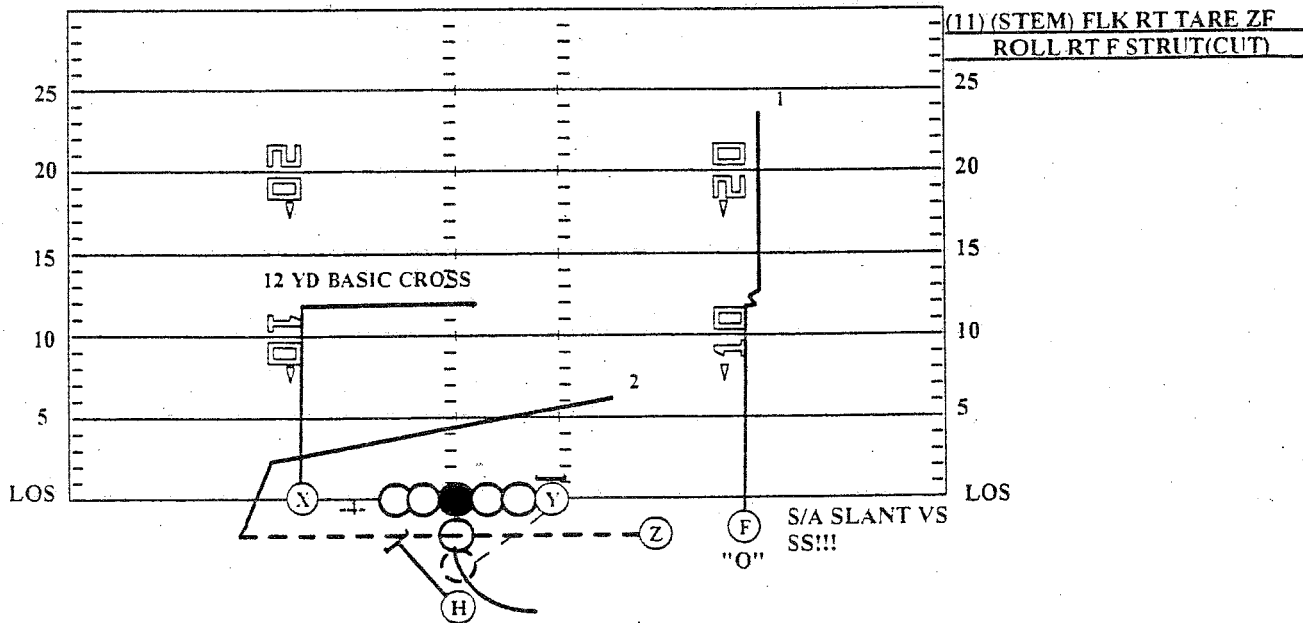
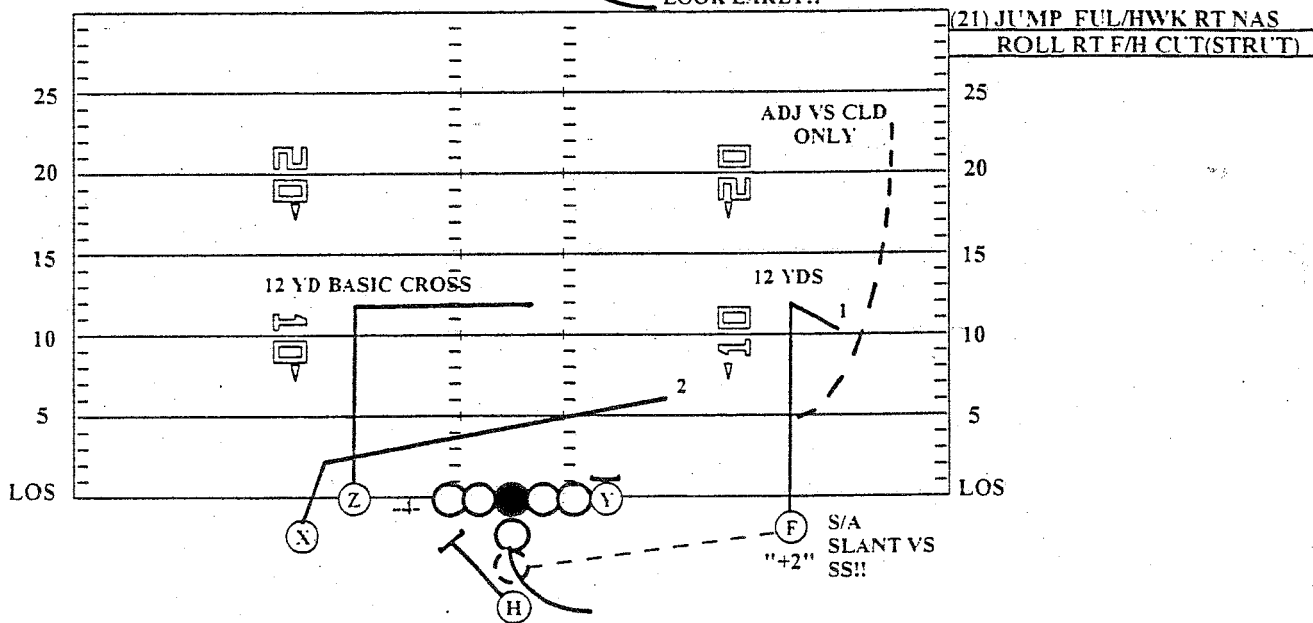
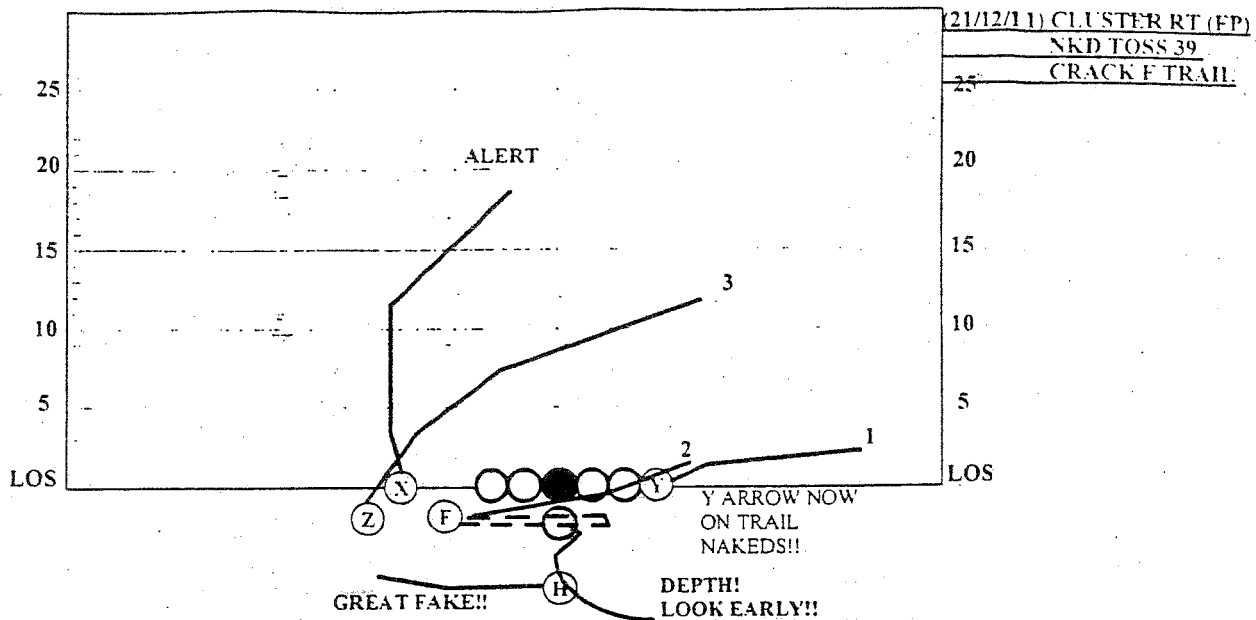
# SCREENS



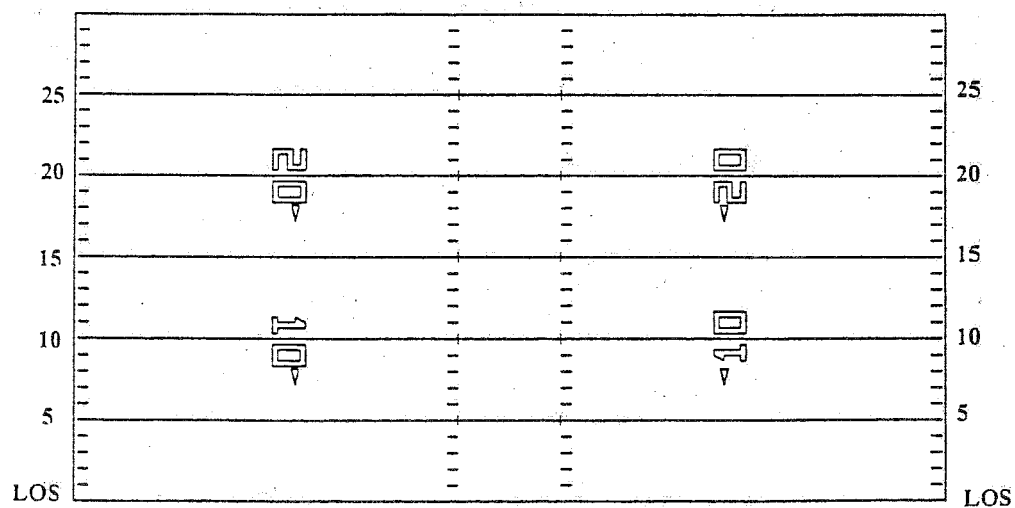
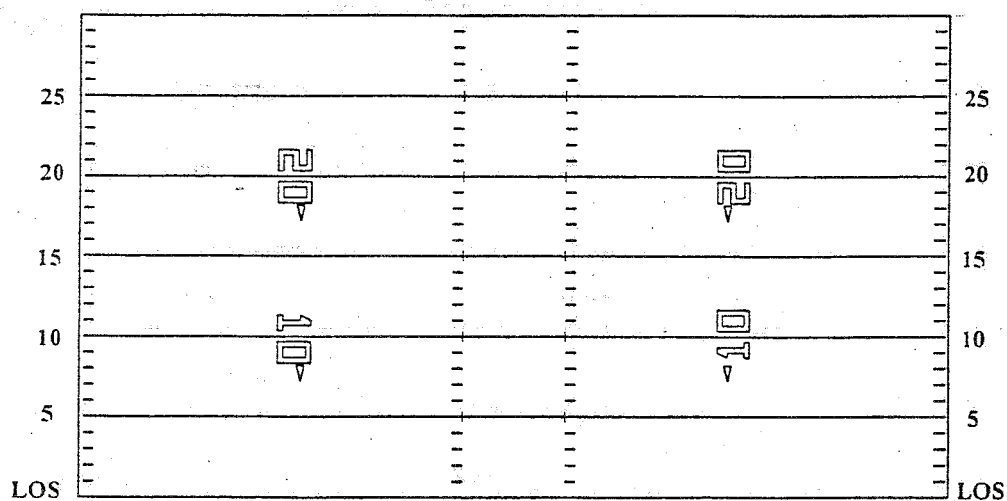
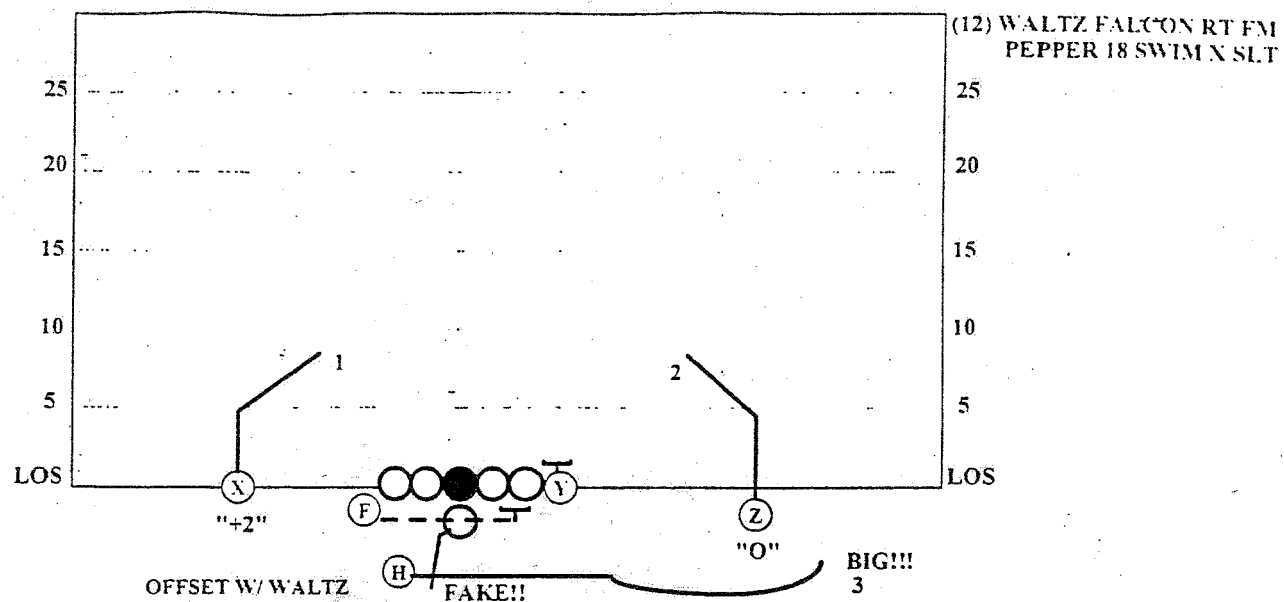
# SCREENS



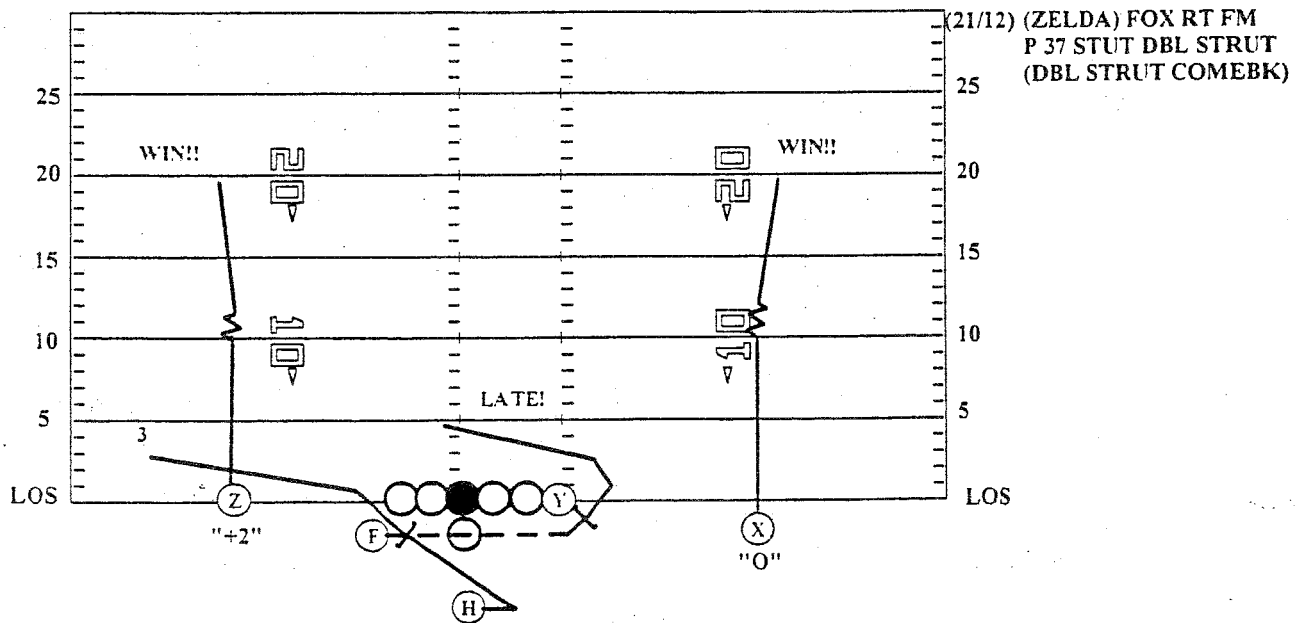
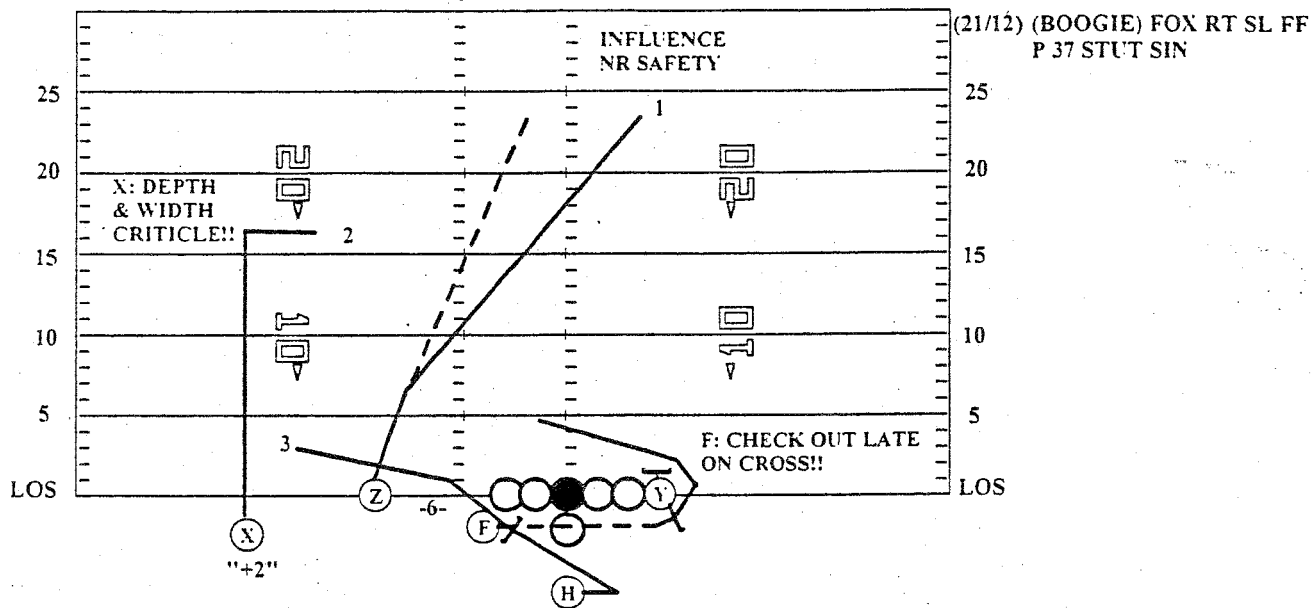
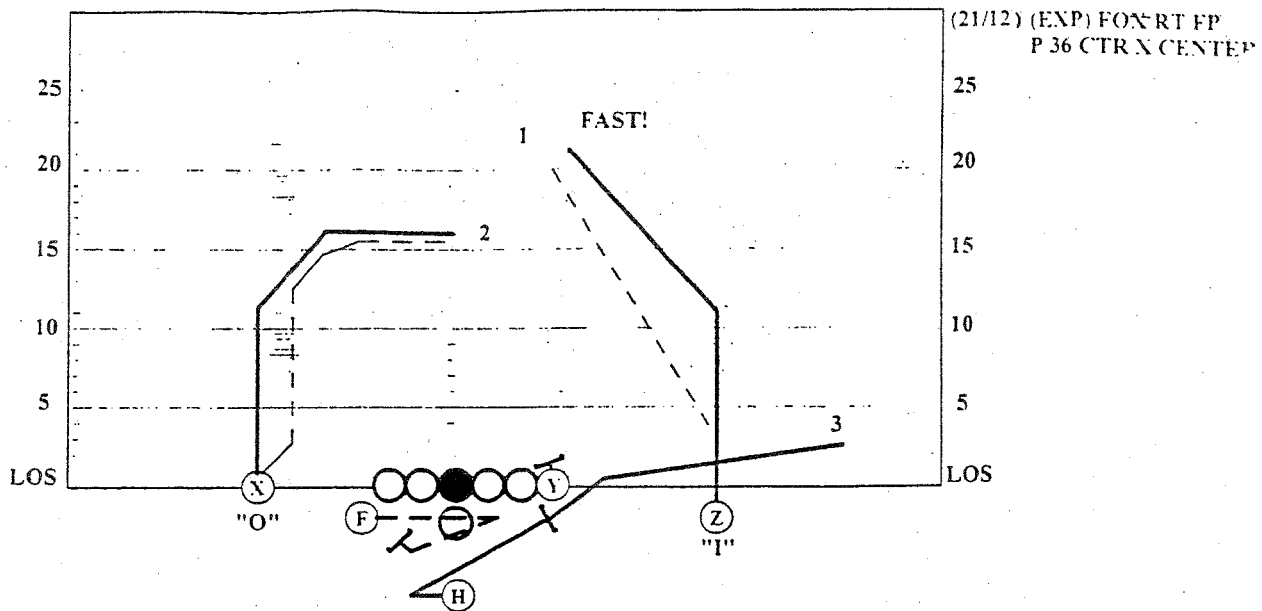
## ACTION



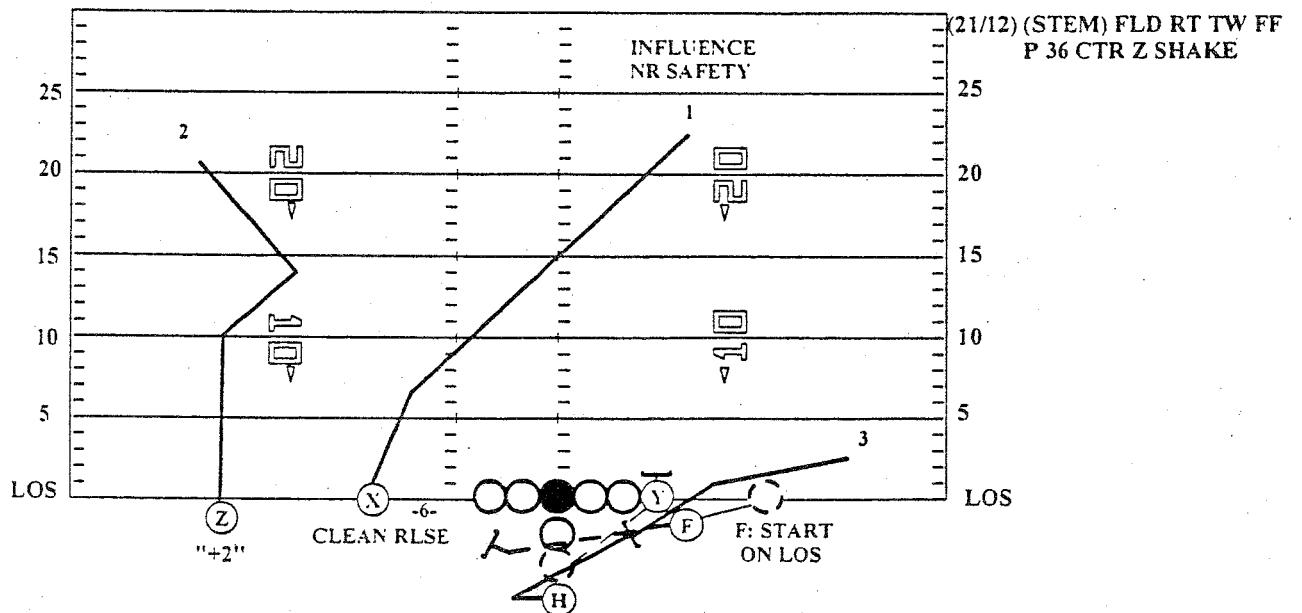
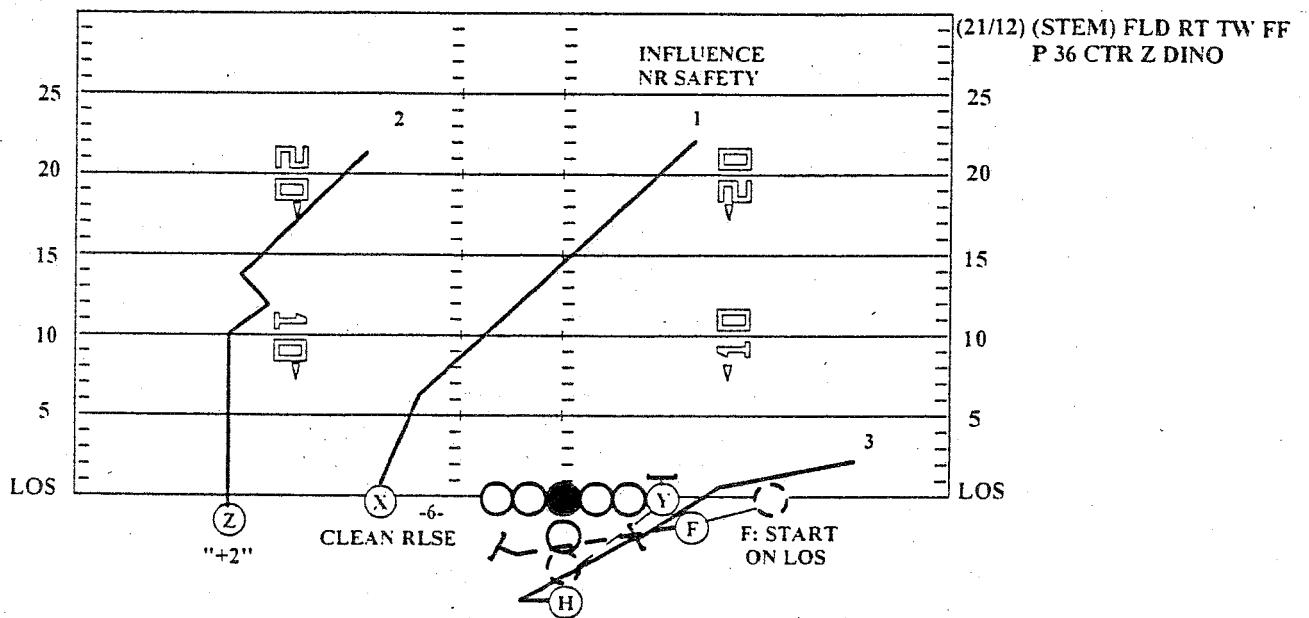
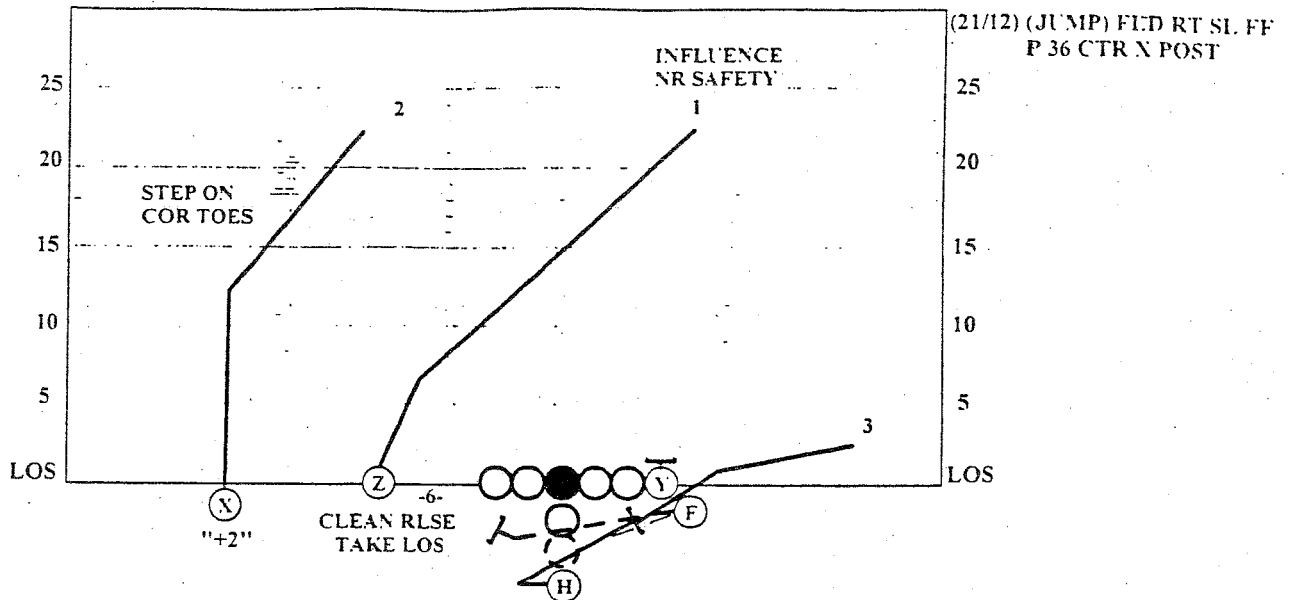
# PLAY ACTION



## PLAY ACTION

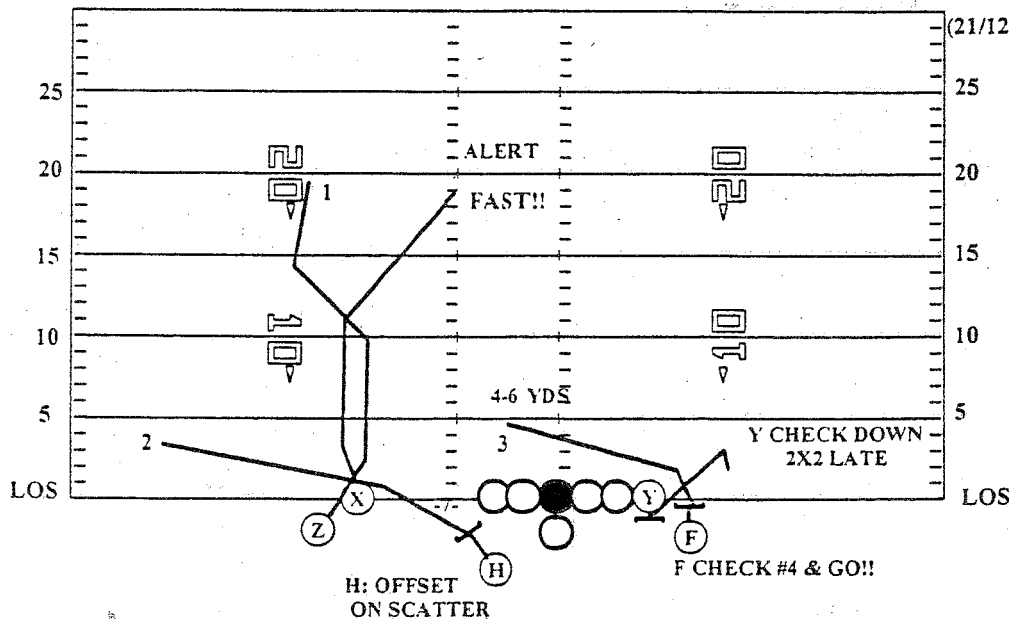
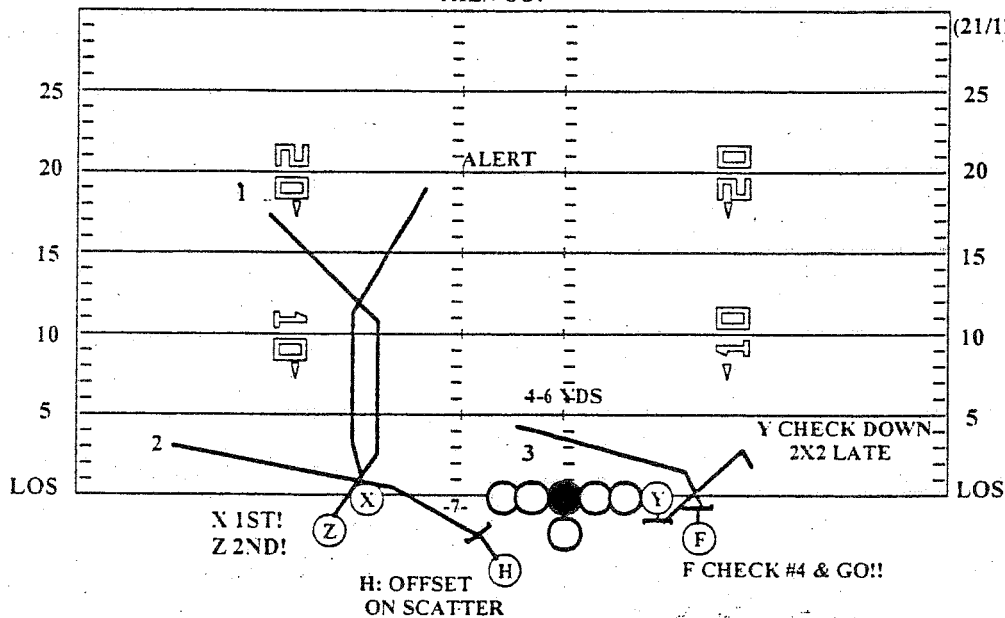
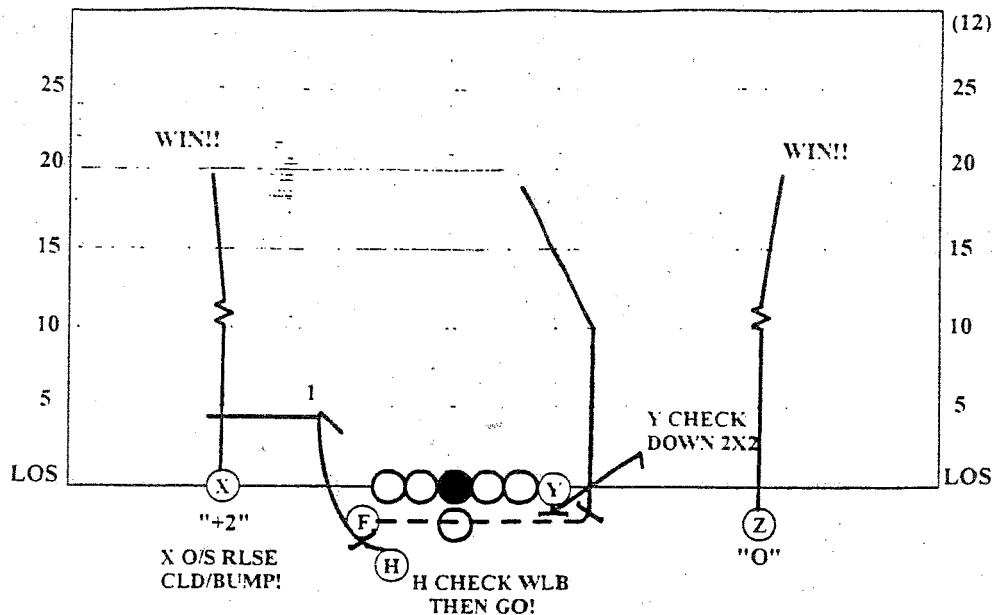


# PLAY ACTION

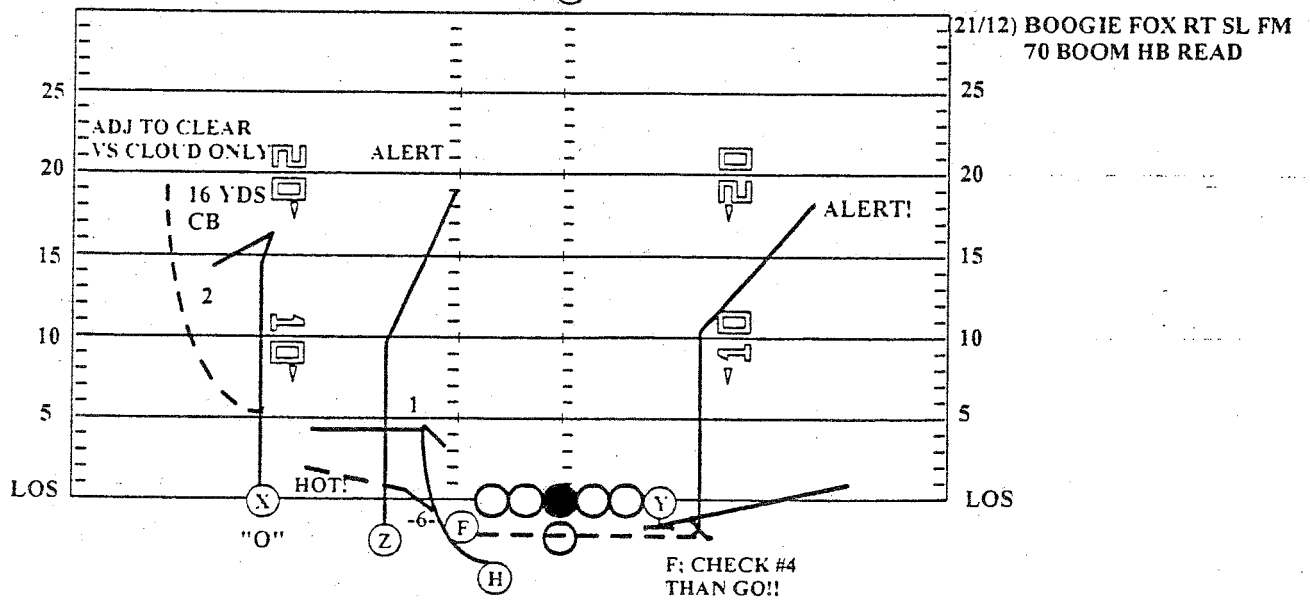
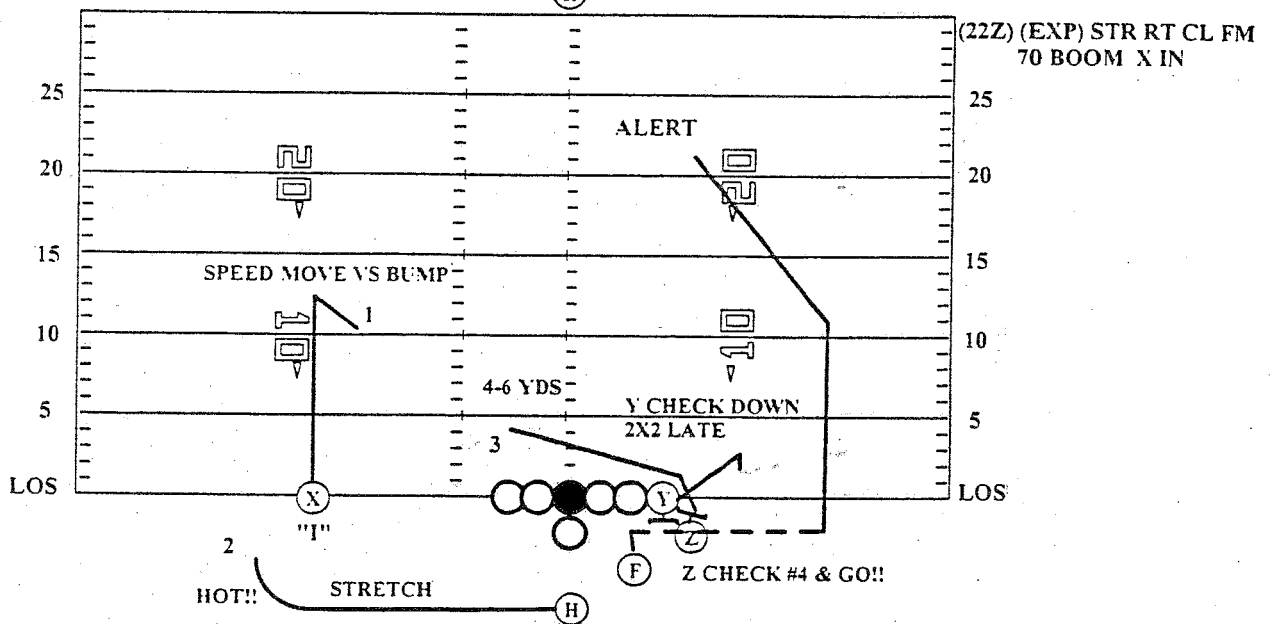
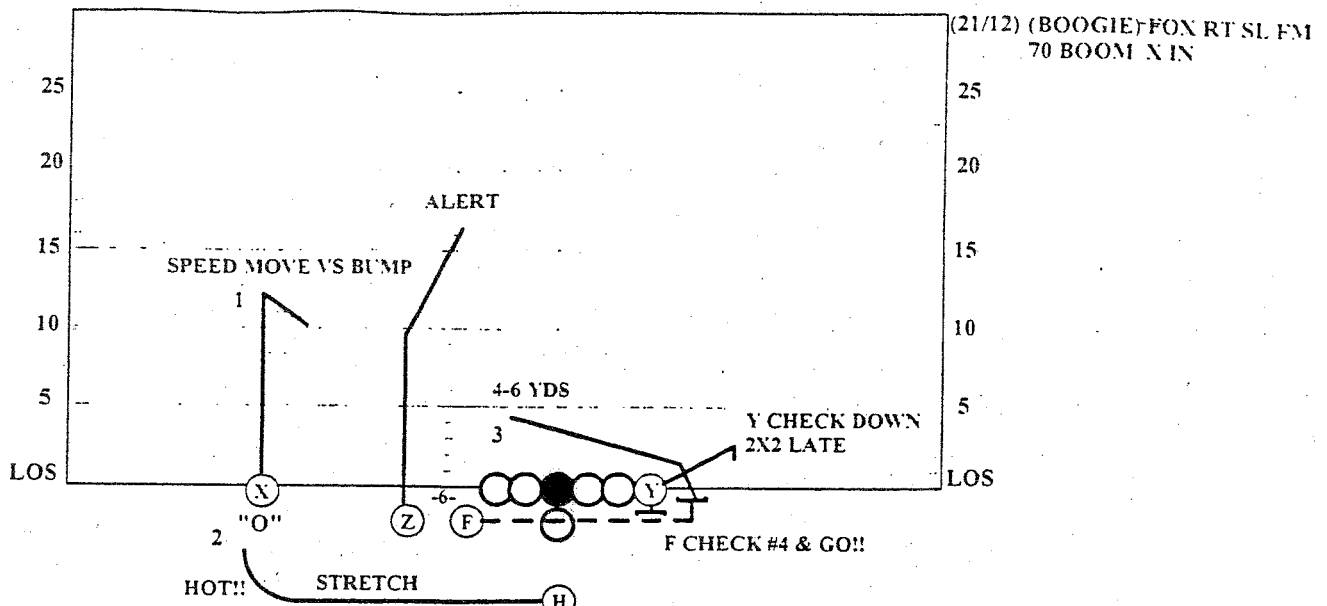




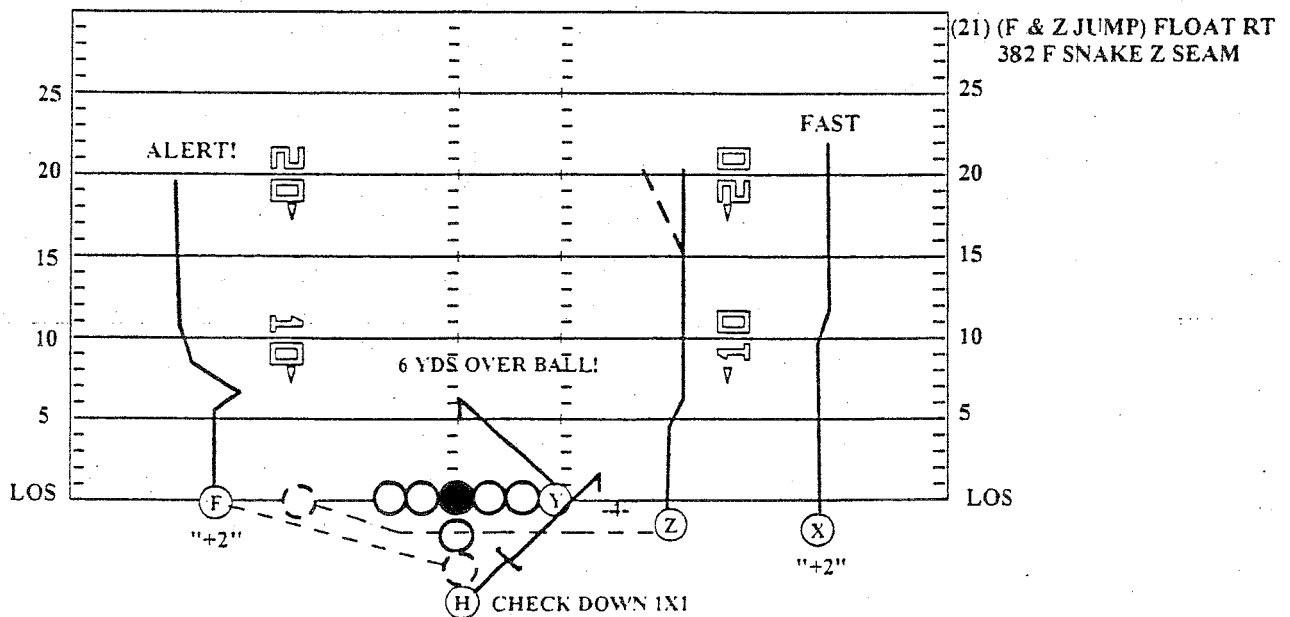
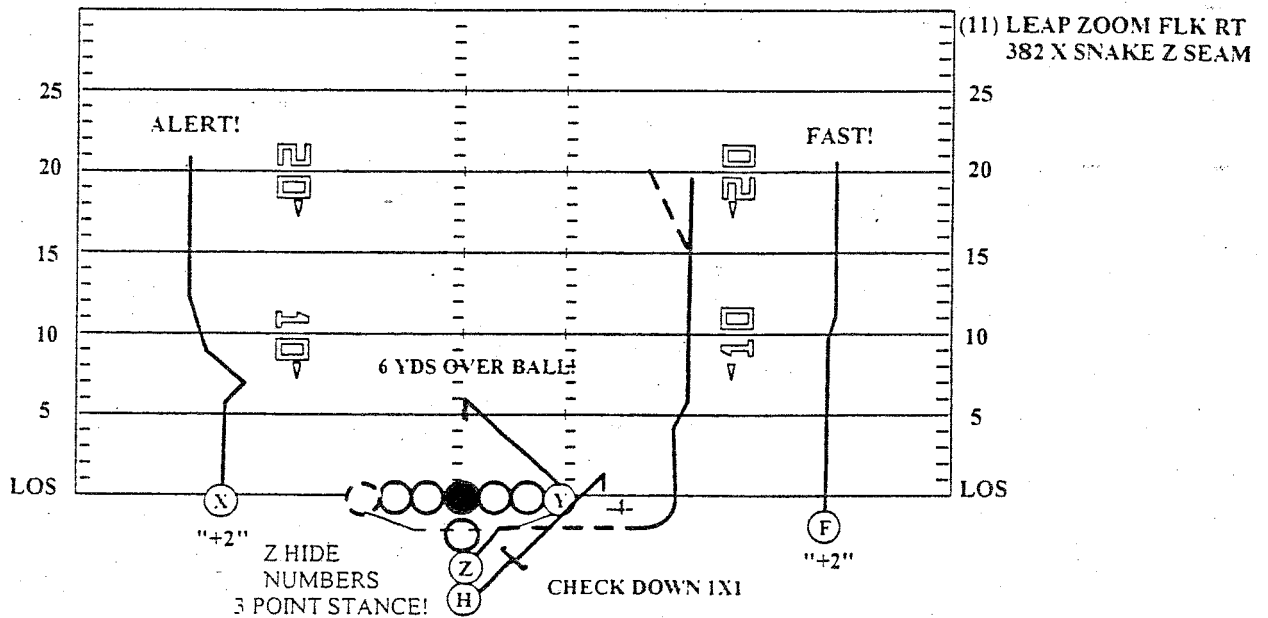
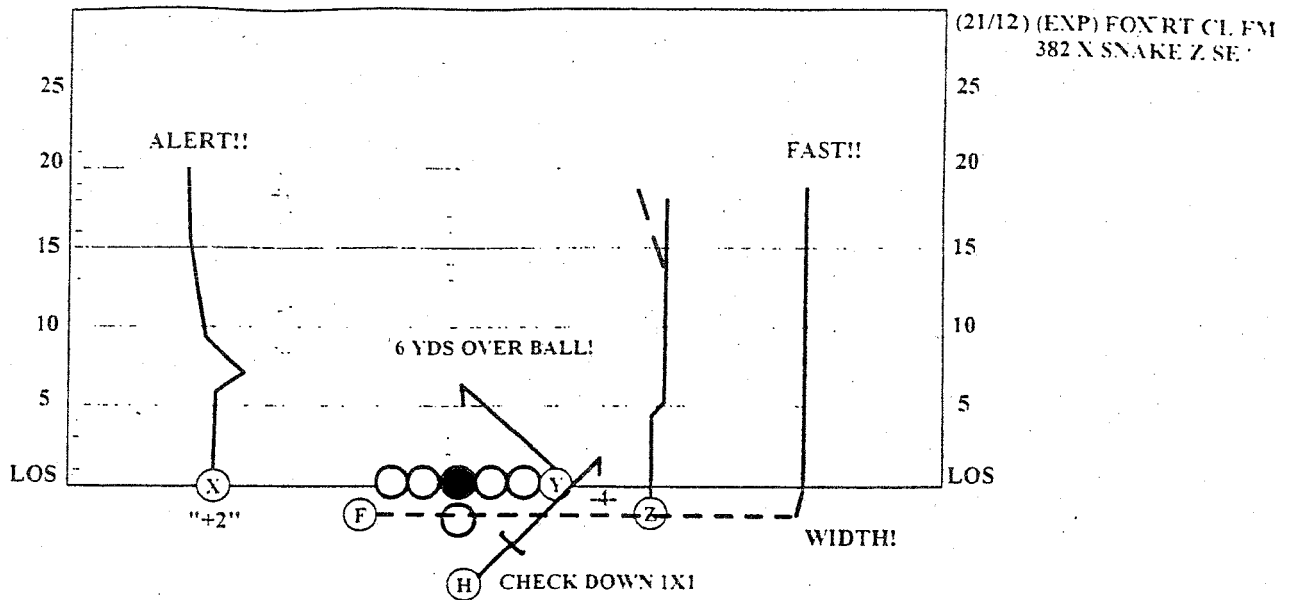
# BASE PASS



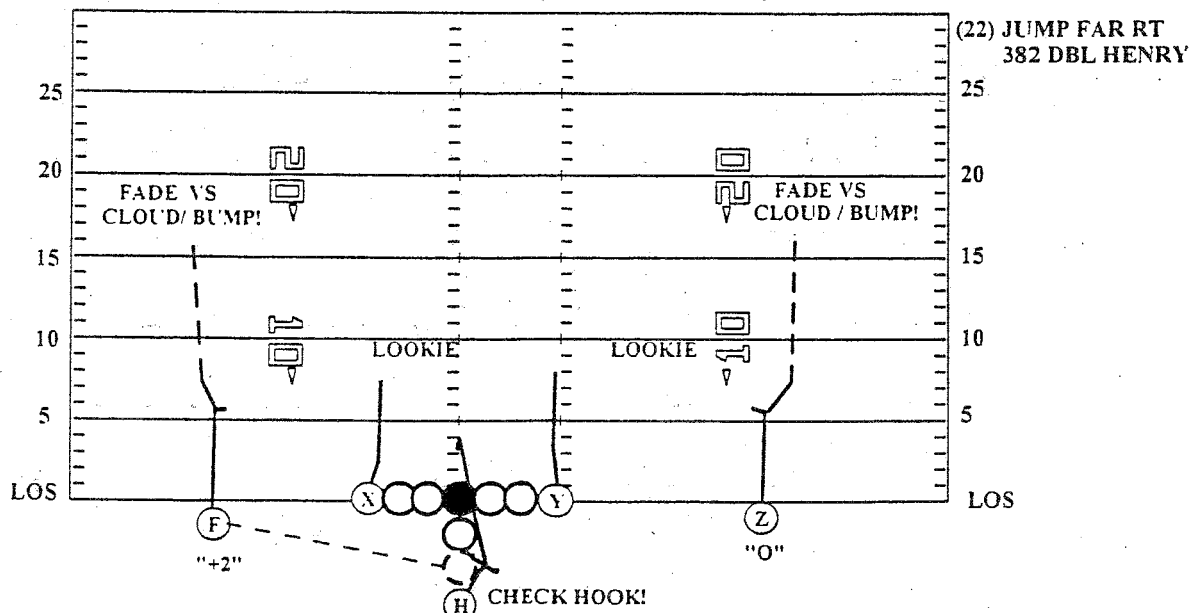
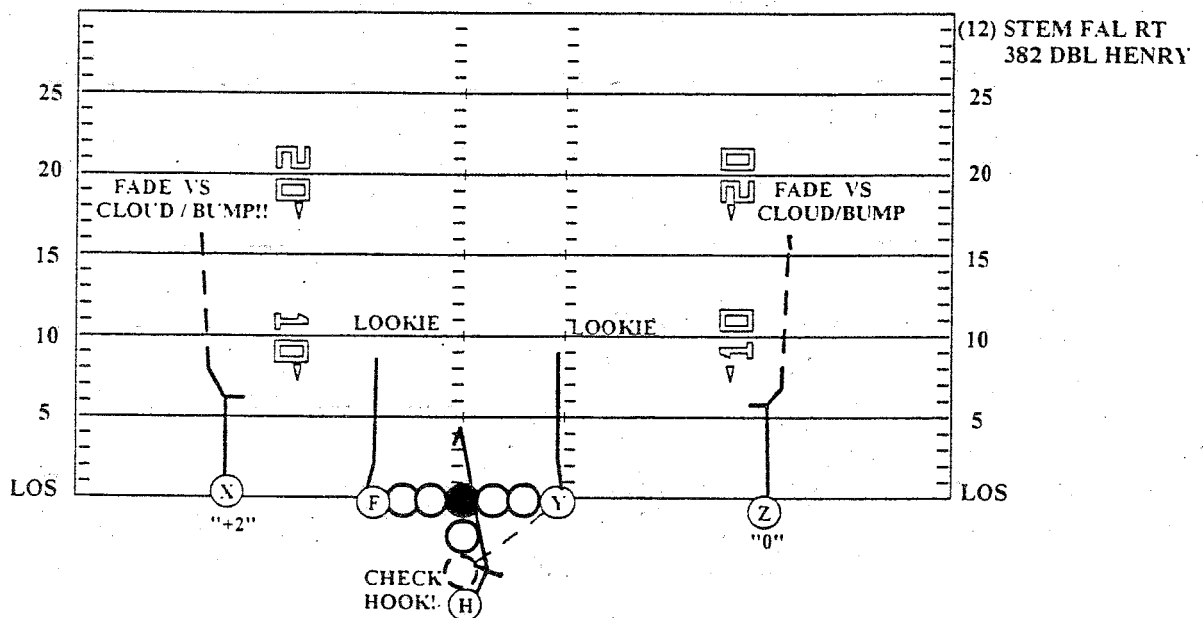
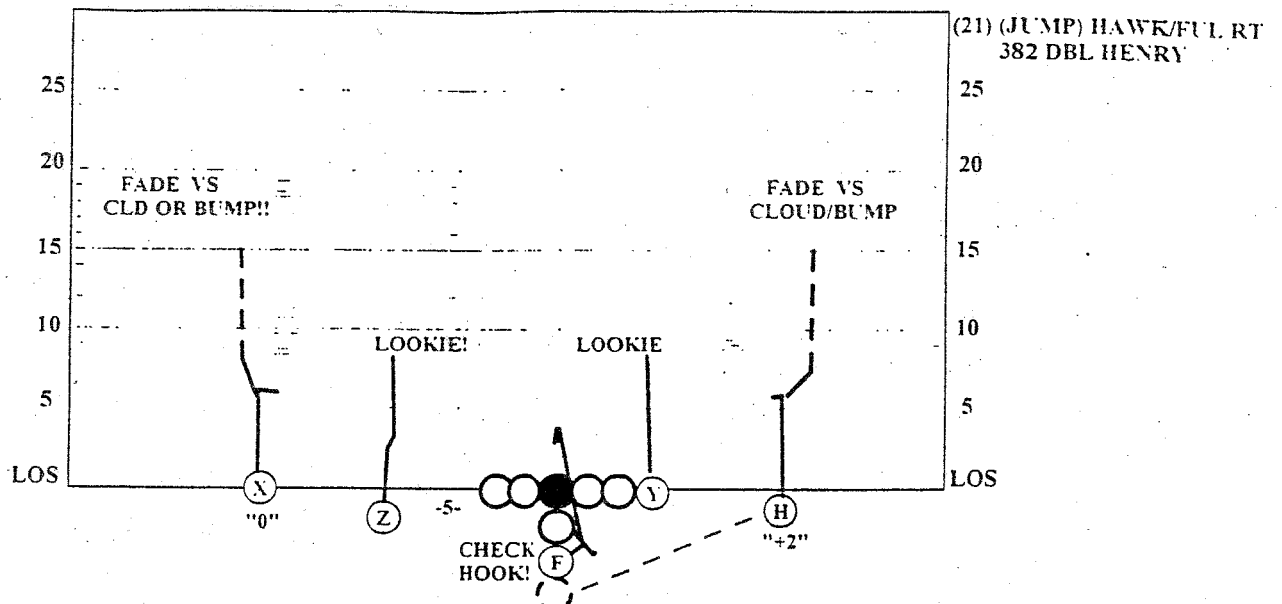
## BASE PASS



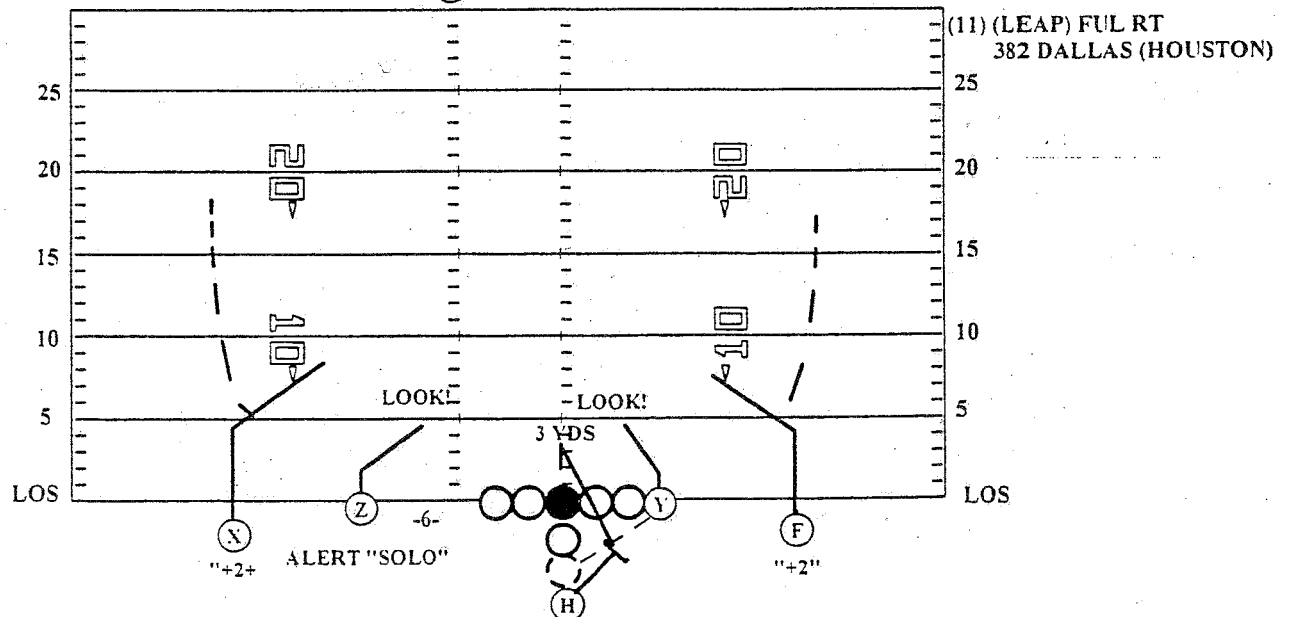
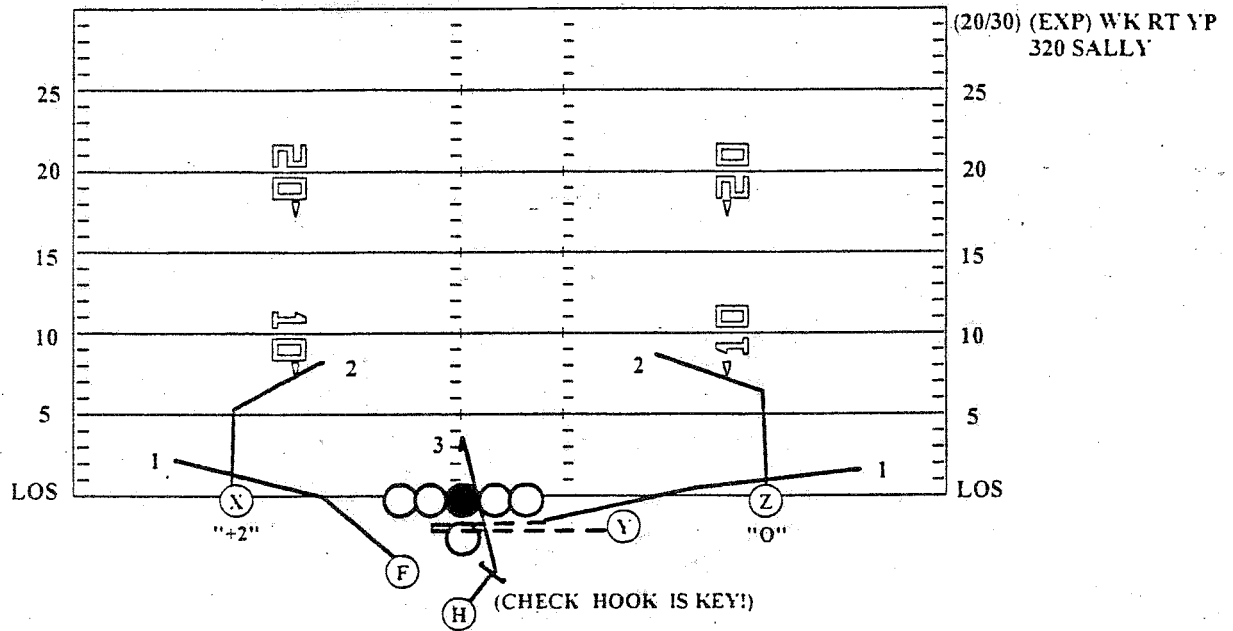
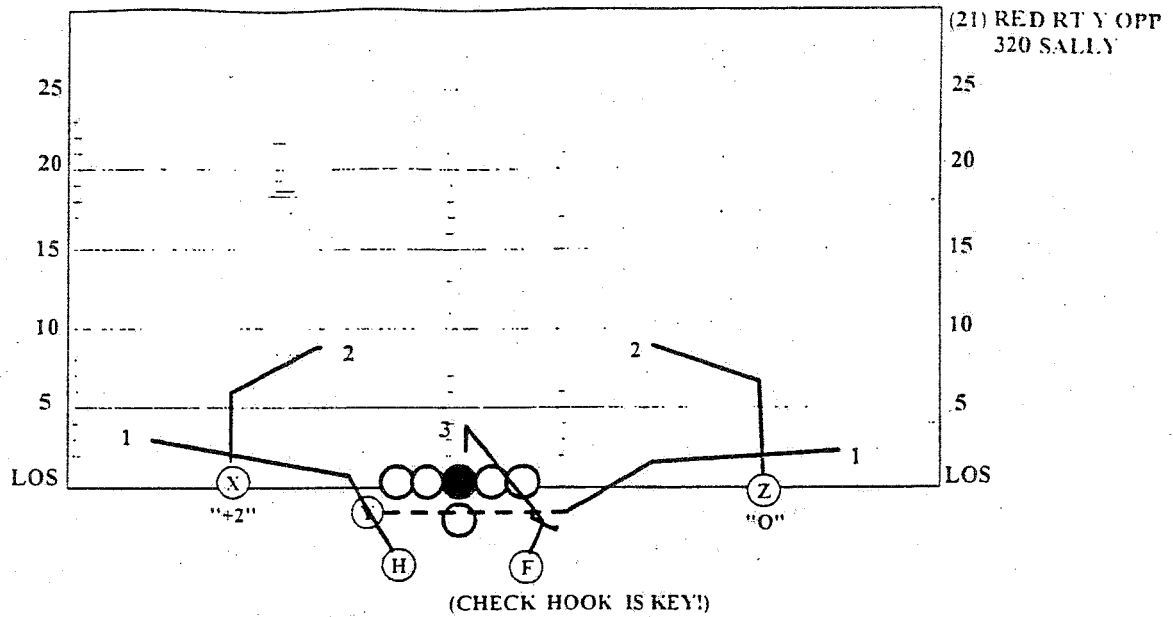
## BASE PASS



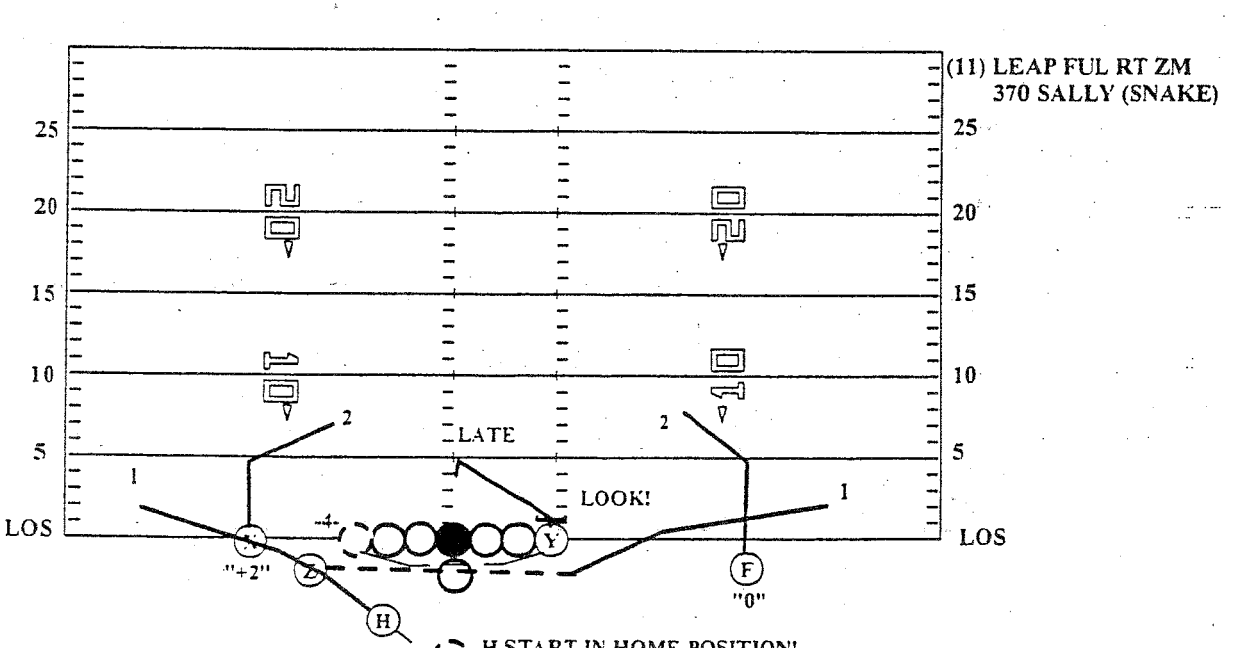
# BASE PASS



# BASE PASS



1. U STADT IN HOME POSITION!!



## DAY #4 TUES. JULY 25<sup>TH</sup> 2000

### BASE RUN:

18(19) POWER 'O' X SMOKE

(21/12) EXP FOX FM, (21) LURK WK FM,  
(12) WALTZ FAL FM, (21/12) Y&F SHIFT FLD FP

"ALERT" 18(19) POWER 'O'

(12) FAL

"CWM" 36(37) CTR F/ 35(34) BOB

(21/12) (STEM) WK

16(17) POST

(11) (EXP) FLK YF, (11) STEM FUL YP

18(19) POWER 'O' LOAD

(22Z) STEM WK CL FM, (22Z) JOG WK CL FM

38(39) CTR 'F' LOAD

(22Z) STEM WK CL FP, (22Z) JOG WK CL FP

### *SHORT YARDAGE:*

32(33) BLAST STORM

(22) I ZOPP

32(33) BLAST SWIM EASY

(22Z) TRIX I SL ZM, I SL ZM

TOSS 38(39) BUSTER BOOM

(22Z) I CLOSE

18(19) POW O LOAD

(22Z) STEM WK CL FM, (23) STEM WK FM

"CWM" 38 CTR F LOAD - 33 BLAST STORM

(22Z) WK RT CLOSE

QB SNEAK RT

(21/12) STEM FOX RT FP, (12) JMP FAR RT XP TITE  
(12) STEM FAL RT SWITCH ZM

## DAY #4 TUES. JULY 25<sup>TH</sup> 2000

### BASE PASS:

370(371) SALLY (SNAKE)

320(321) SALLY (SNAKE)

382(383) DALLAS (HOUS)

382(383) DBL HENRY

382(383) X SNAKE Z SEAM

382(383) F SNAKE Z SEAM

70(71) BOOM X IN

70(71) BOOM HB READ

74(75) BOOM HB READ DBL STRUT

78(79) BOOM EXIT

78(79) BOOM EXIT Z STING

(12)WALTZ FAL FM,(21) BOG FUL ZM,

(11)LEAP FUL ZM

(21) RD YOPP. (20/30) (EXP) WK YP

(11) (LEAP) FUL

(21) (JUMP) HAWK/FUL, (12) STEM FAL, (22) JUMP F

(21/12) (EXP) FOX CL FM, (11) LEAP ZOOM FLK

(21) (F & Z JUMP) FLOAT

(21/12) (BOG) FOX SL FM, (22Z) (EXP) STR CL FM

(21/12) BOG FOX SL FM

(12) EXP FOX FM

(21/12) SCAT FLD TW

(21/12) SCAT FLD TW

### PLAY ACTION:

P 36(37) CTR X POST

P 36(37) CTR Z DINO

P 36(37) CTR Z SHAKE

P 36(37) CTR X CENTER

P 37(36) STUT SIN

P 37(36) STUT DBL STRUT (CB)

PEP 18(19) SWIM X SLANT

(21/12) (JUMP) FLD SL FF

(21/12) (STEM) FLD TW FF

(21/12) (STEM) FLD TW FF

(21/12) (EXP) FOX FP

(21/12) (BOG) FOX SL FF

(21/12) (ZEL) FOX FM

(12) WALTZ FALCON FM

### ACTION:

NAKED TOSS 39 CRACK F TRAIL

ROLL RT F(H) CUT (STRUT)

(21/12/11) CLUS RT (FP)

(21) JUMP FUL(HAWK) RT NASTY,

(11) (STEM)FLK RT TARE ZF

### SCREENS:

PFB2 DBL SCR RT H

PFB2 "FIRE" DBL SCR RT H

(21) LEAP WK RT FM, (12) JUMP FOX RT FM

(21) LEAP WK RT FM, (12) JUMP FOX RT FM

### SPECIALS:

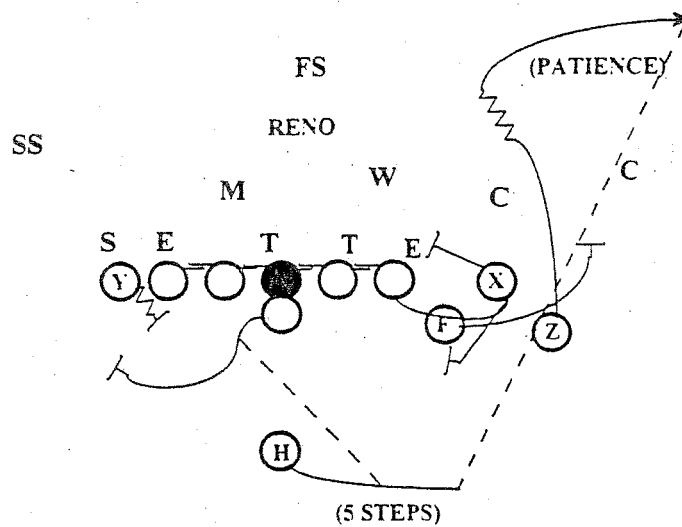
FK 62 BASE PITCH LT

(21) STEM I LT YF



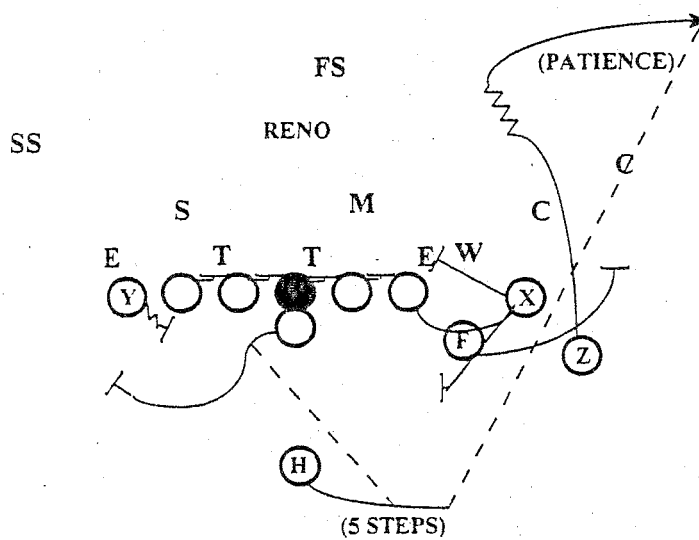
TOSS 38 CRACK HB PASS

(21/12) CLUSTER LT



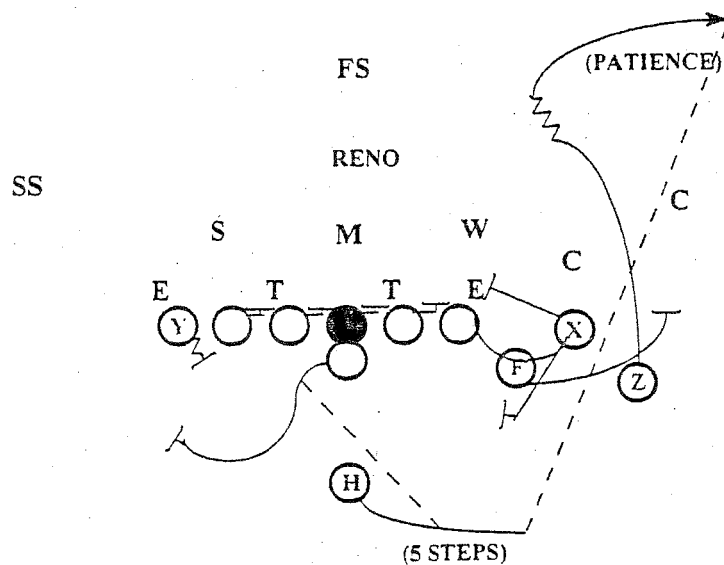
UNWINK

(21/12) CLUSTER LT



OVSINK

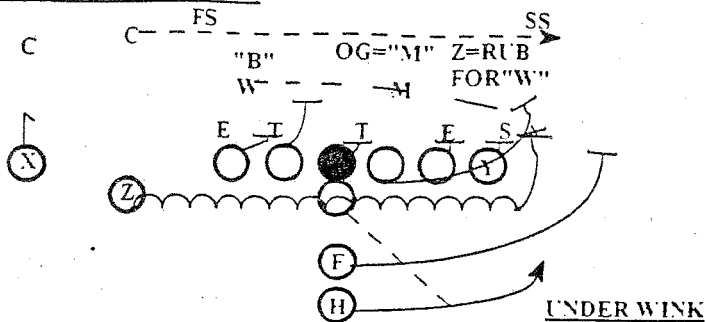
(21/12) CLUSTER LT



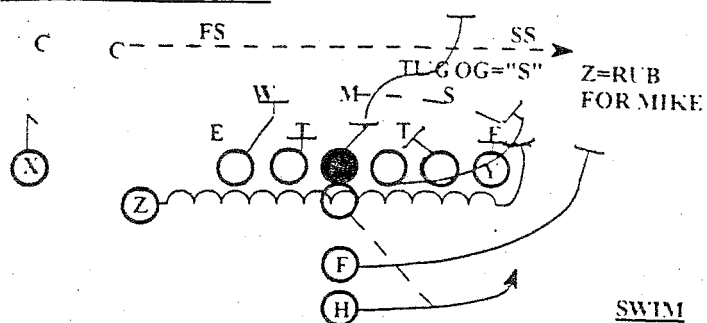
SWIM

# TOSS 38 (39) G "Z" QUAD X SMOKE

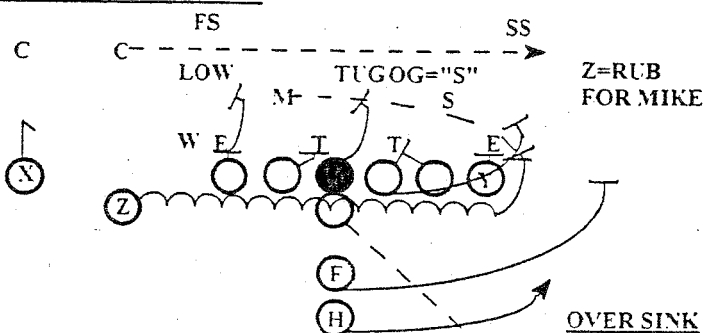
(21) BOOGIE I RT SL ZM



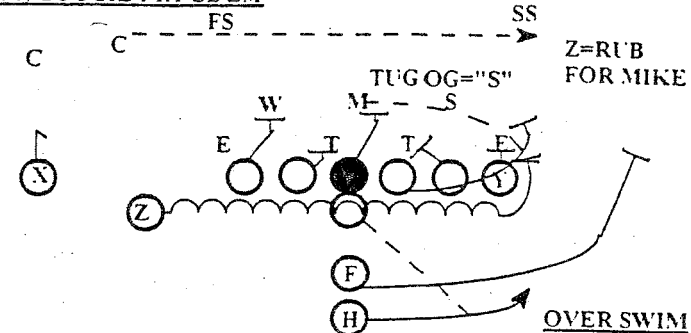
(21) BOOGIE I RT SL ZM



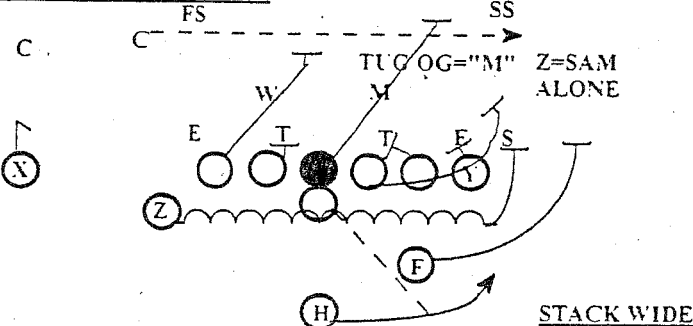
(21) BOOGIE I RT SL ZM



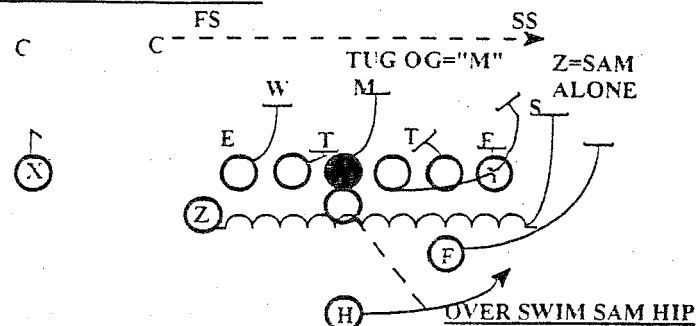
(21) BOOGIE I RT SL ZM



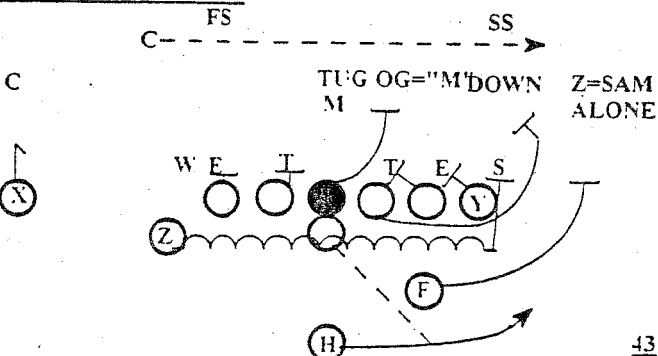
(22Z) BOG STR RT SL ZM



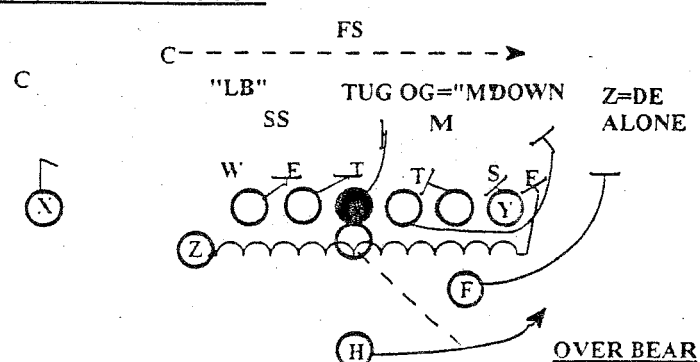
(22Z) BOG STR RT SL ZM



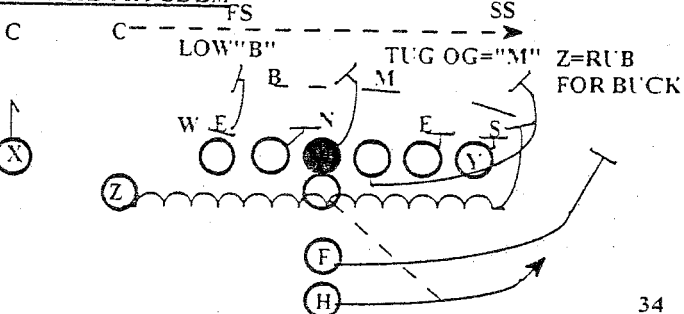
(22Z) BOG STR RT SL ZM



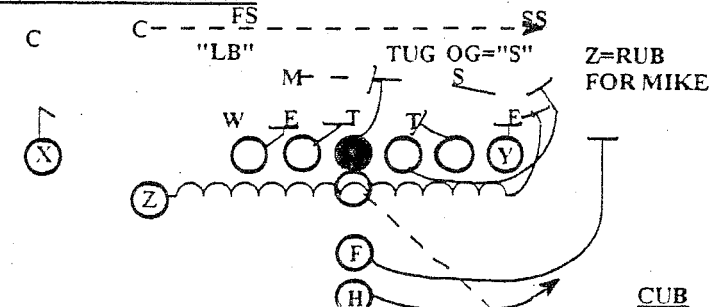
(22Z) BOG STR RT SL ZM



(21) BOOGIE I RT SL ZM

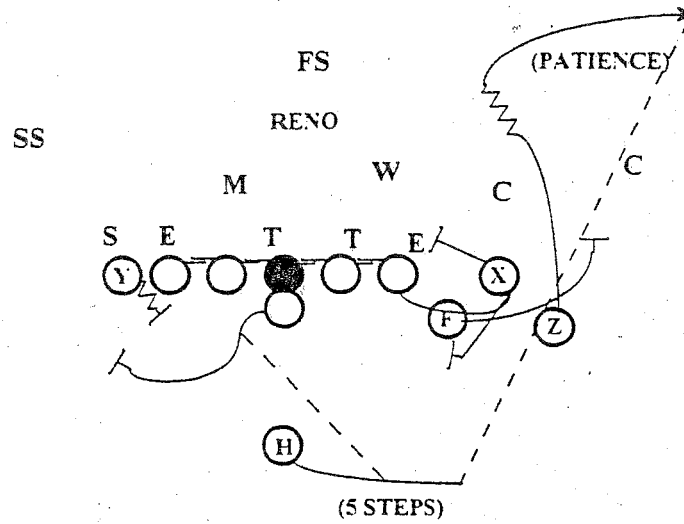


(21) BOOGIE I RT SL ZM



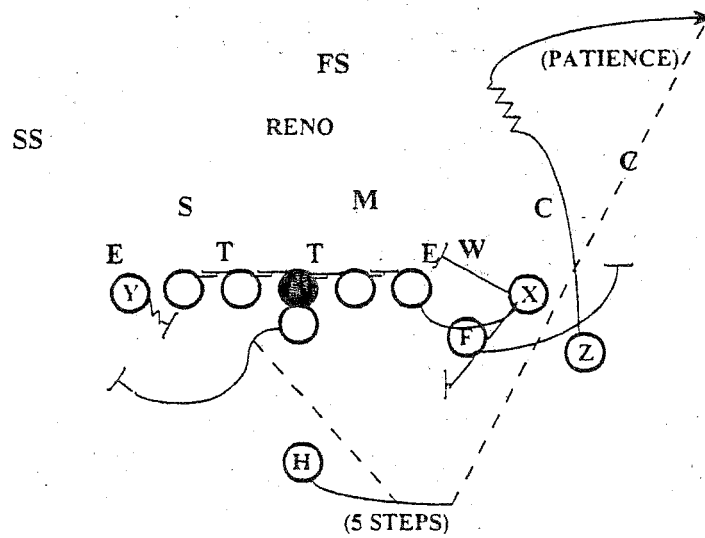
# TOSS 38 CRACK HB PASS

(21/12) CLUSTER LT



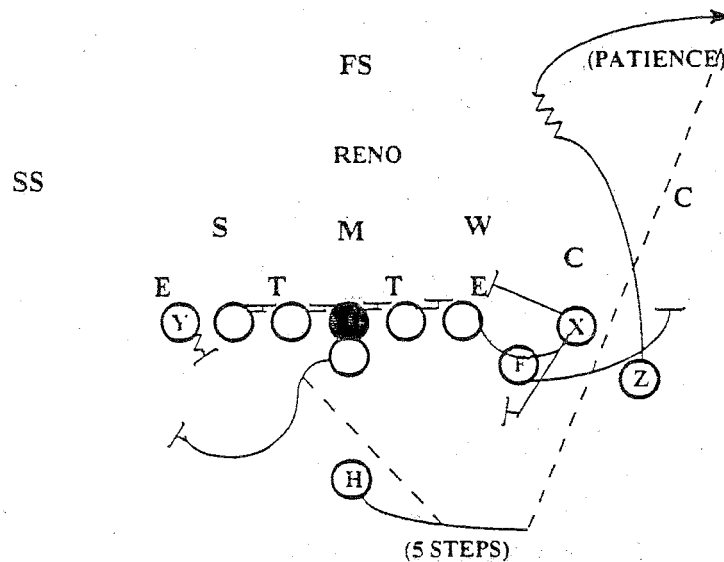
UNWINK

(21/12) CLUSTER LT



OVSINK

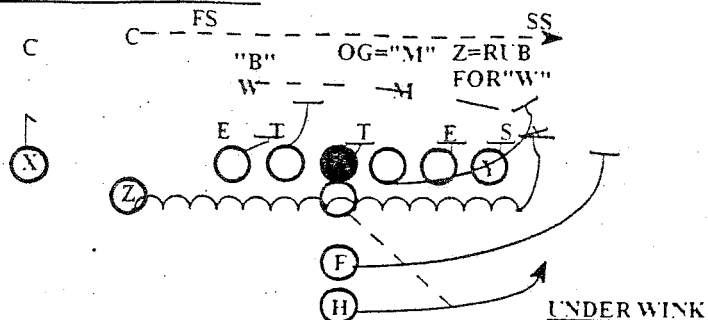
(21/12) CLUSTER LT



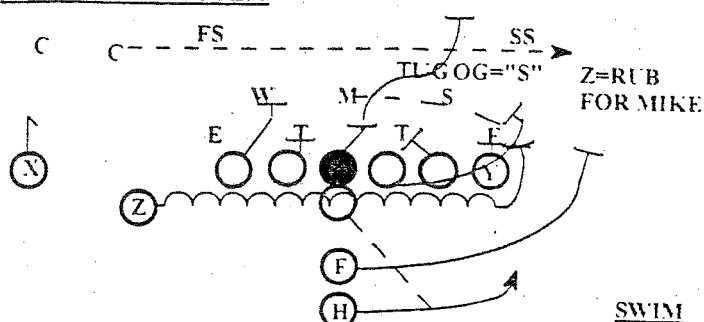
SWIM

TOSS 38 (39) G "Z" QUAD X SMOKE

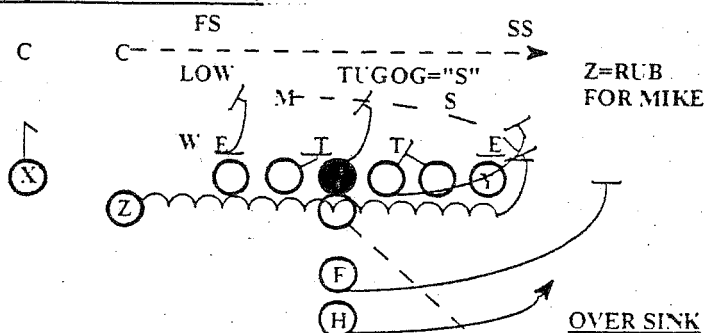
(21) BOOGIE I RT SL ZM



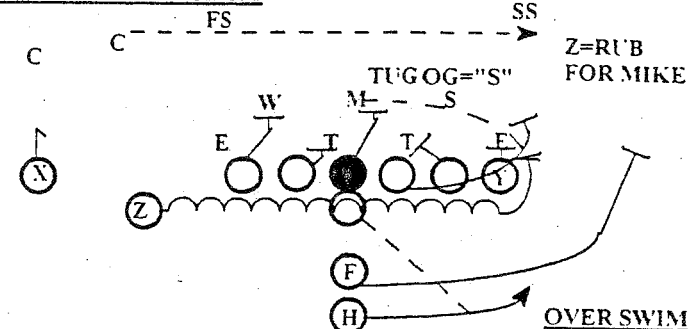
(21) BOOGIE I RT SL ZM



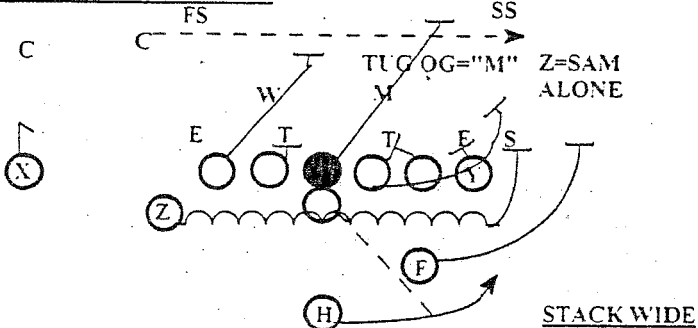
(21) BOOGIE I RT SL ZM



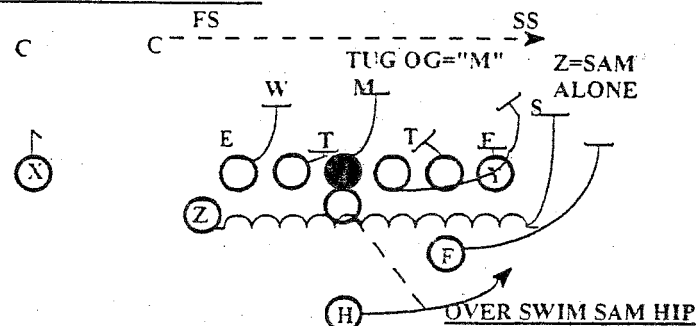
(21) BOOGIE I RT SL ZM



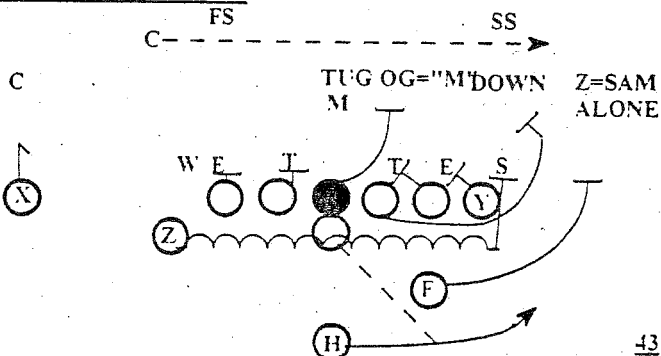
(22Z) BOG STR RT SL ZM



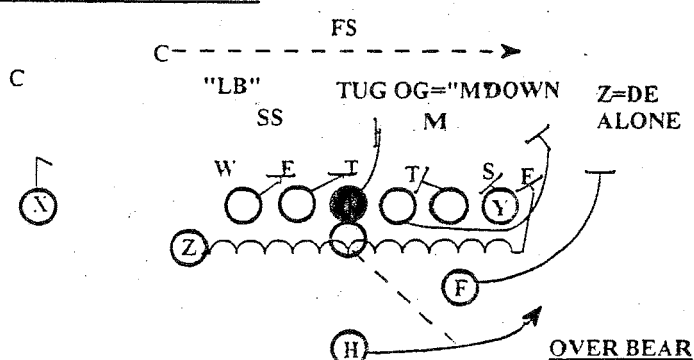
(22Z) BOG STR RT SL ZM



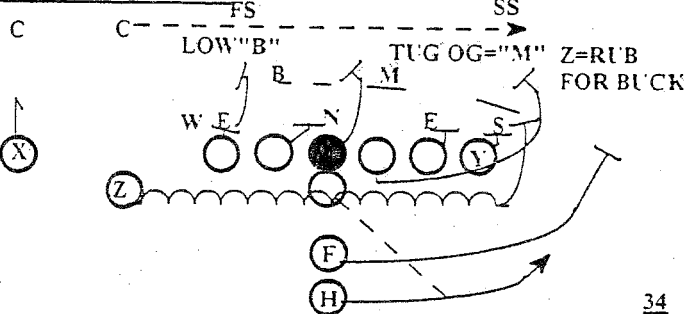
(22Z) BOG STR RT SL ZM



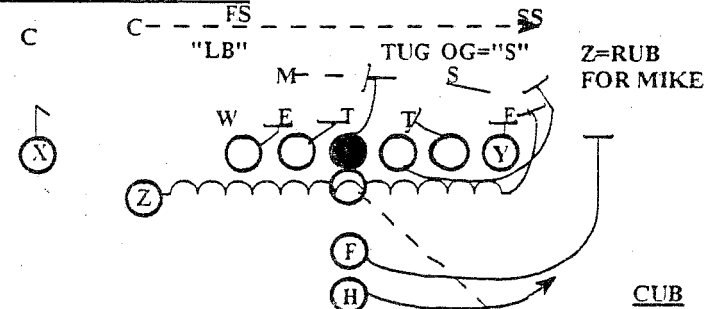
(22Z) BOG STR RT SL ZM



(21) BOOGIE I RT SL ZM



(21) BOOGIE I RT SL ZM

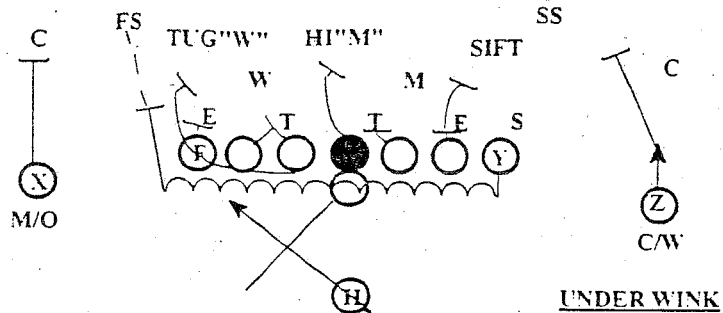


# "CWM' 42 (43) ACE MDM / 36 (37) G BOOM

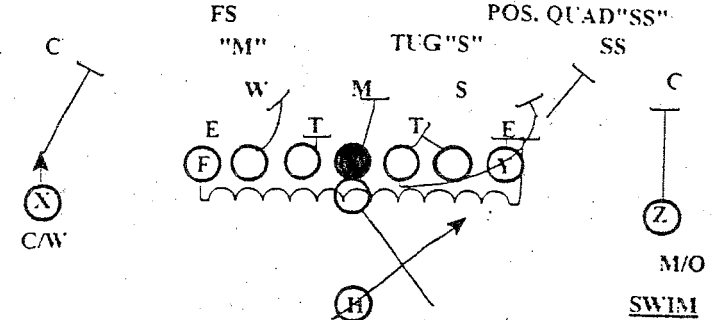
<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>ACE"W"</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>UNDER WINK</p>	<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>"M"</p> <p>TUG"S"</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>SWIM</p>
<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>SIFT</p> <p>HI"M"</p> <p>TUG"S"</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>OVER SINK</p>	<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>HI"M"</p> <p>TUG"S"</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>OVER SWIM</p>
<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>SIFT BACK"W"</p> <p>TUG"M"</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>STACK WIDE</p>	<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>"M"</p> <p>TUG"S"</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>OVER SWIM SAM HIP</p>
<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>SIFT</p> <p>"G"-S"</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>43</p>	<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>"LB"</p> <p>OUT</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>OVER BEAR</p>
<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>B</p> <p>M</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>34</p>	<p>(21/12) JUMP FLD RT SL FP</p> <p>FS</p> <p>LB-"M"</p> <p>TUG"S"</p> <p>SS</p> <p>C</p> <p>C/W</p> <p>Z</p> <p>M/O</p> <p>E</p> <p>T</p> <p>M</p> <p>S</p> <p>F</p> <p>H</p> <p>CUB</p>

# "ALERT" 36 (37) G BOOM

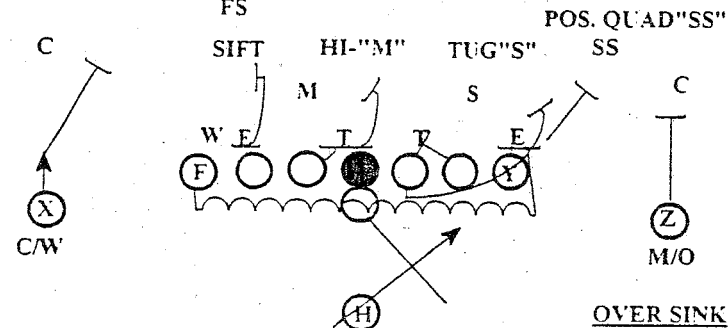
(12) FALCON RT



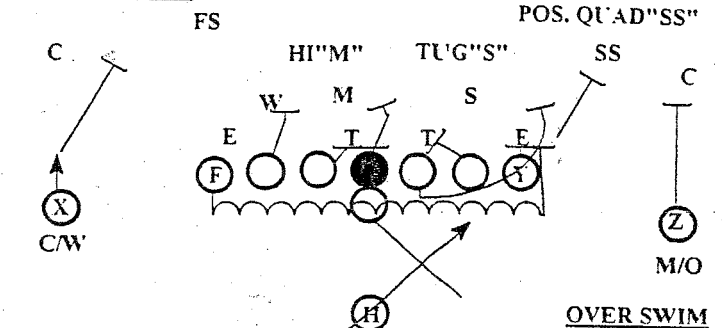
(12) FALCON RT



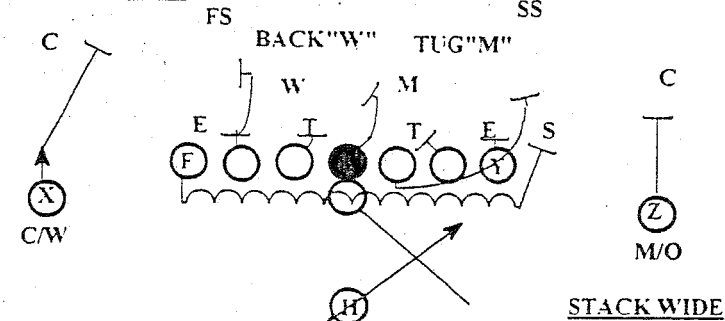
(12) FALCON RT



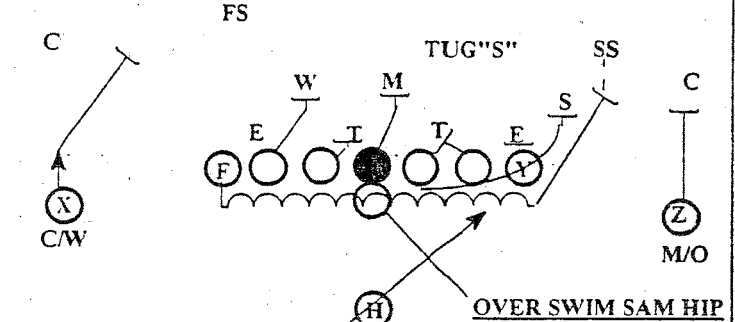
(12) FALCON RT



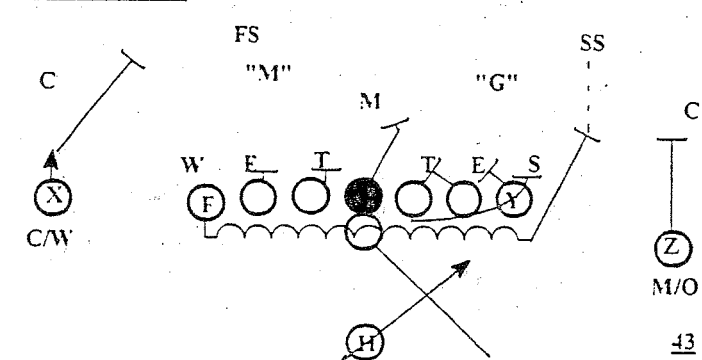
(12) FALCON RT



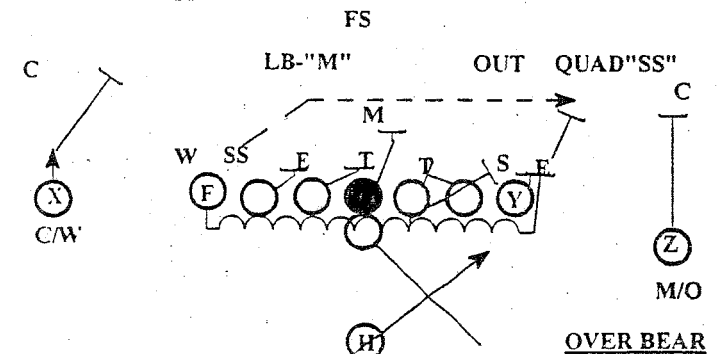
(12) FALCON RT



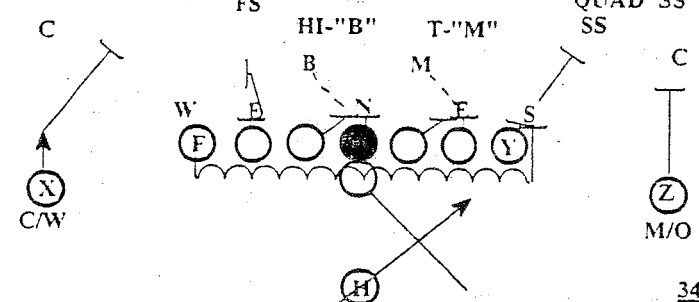
(12) FALCON RT



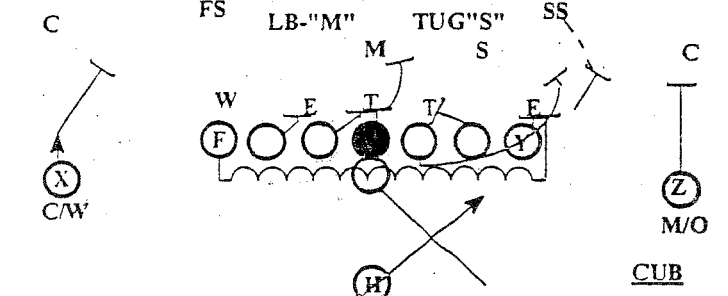
(12) FALCON RT



(12) FALCON RT

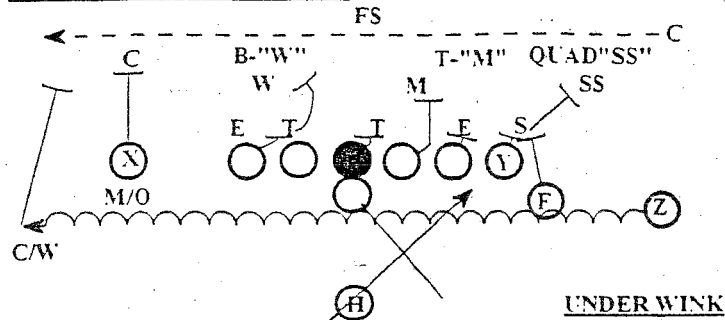


(12) FALCON RT

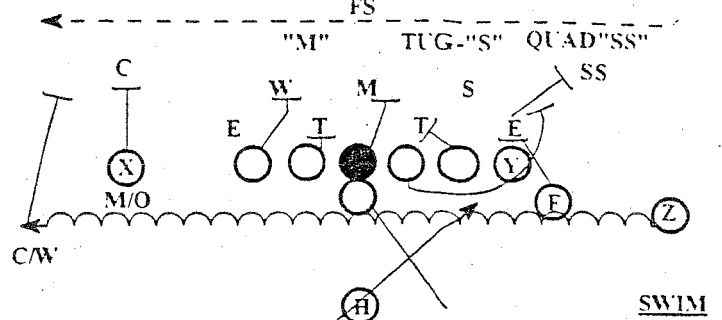


# 36 (37) G BOOM

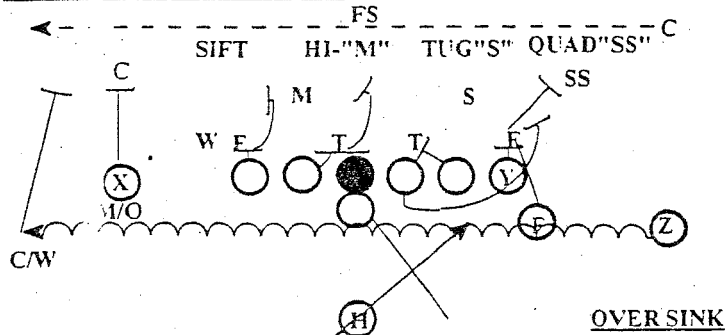
(21/12) JUMP FLD RT TARE ZF



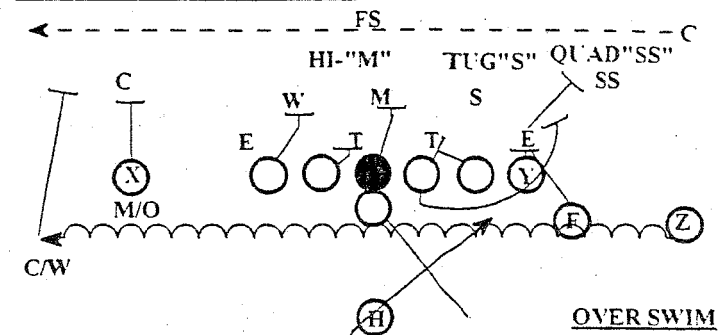
(21/12) JUMP FLD RT TARE ZF



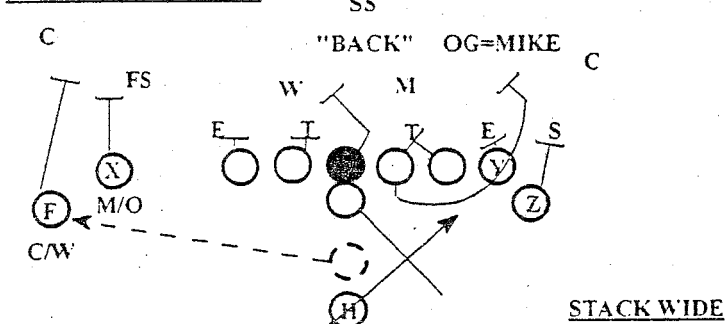
(21/12) JUMP FLD RT TARE ZF



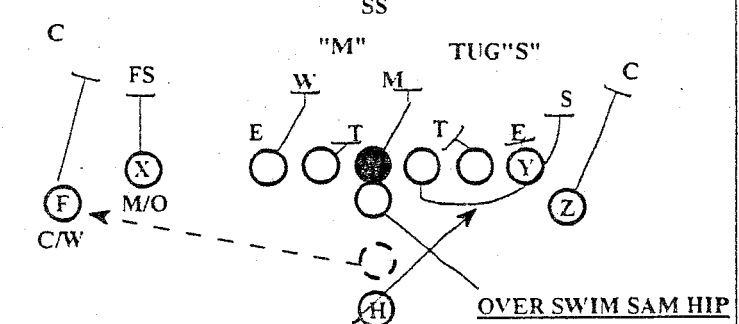
(21/12) JUMP FLD RT TARE ZF



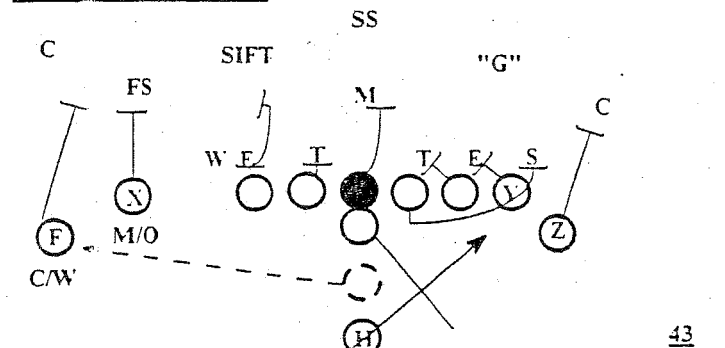
(22Z) JUMP FAR RT CL



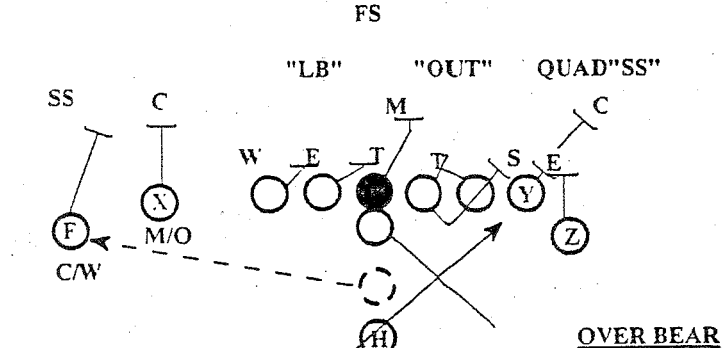
(22Z) JUMP FAR RT CL



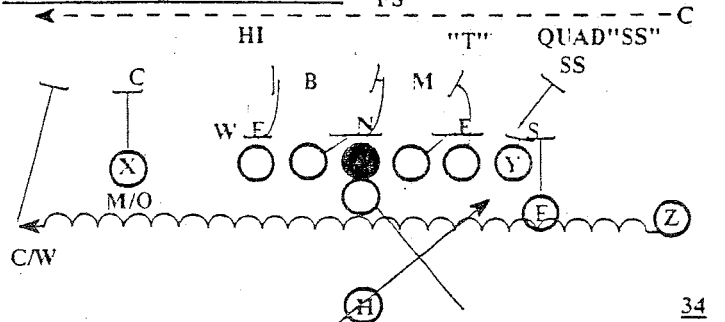
(22Z) JUMP FAR RT CL



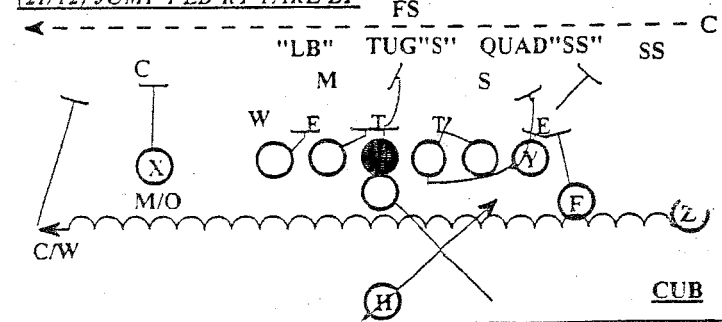
(22Z) JUMP FAR RT CL



(21/12) JUMP FLD RT TARE ZF

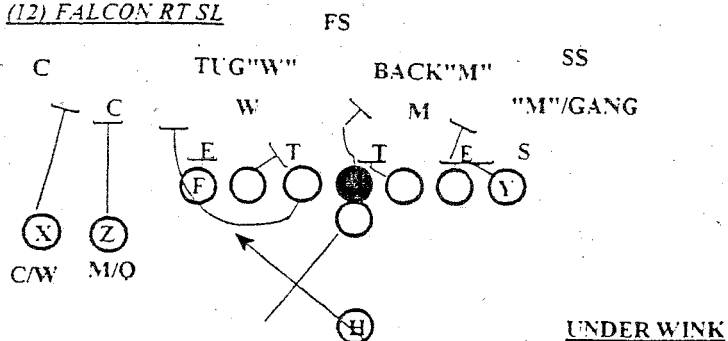


(21/12) JUMP FLD RT TARE ZF

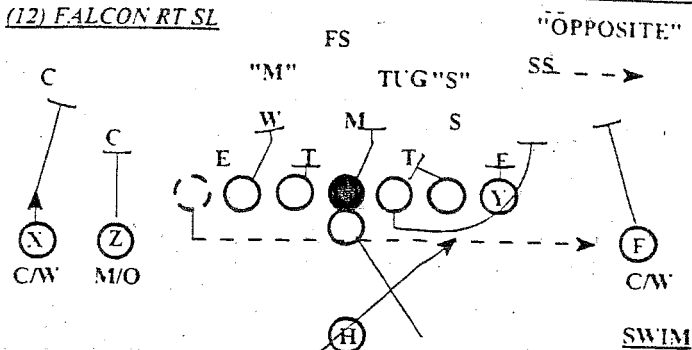


# "ALERT" 37 (36) G

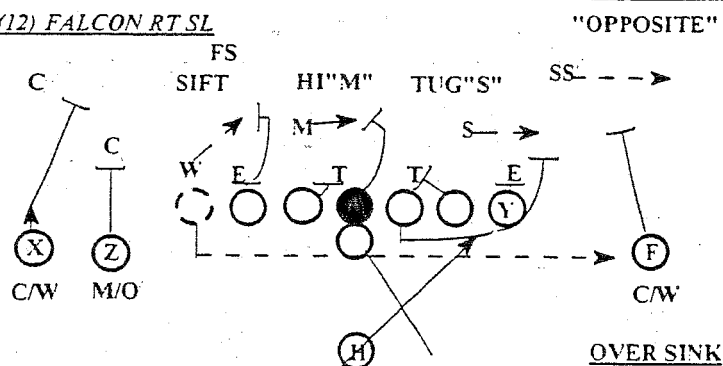
(12) FALCON RT SL



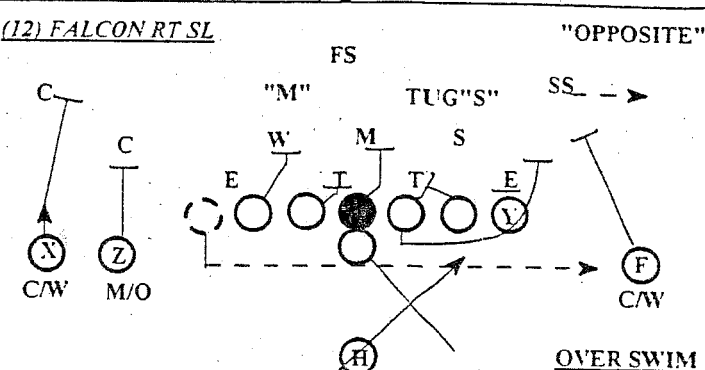
(12) FALCON RT SL



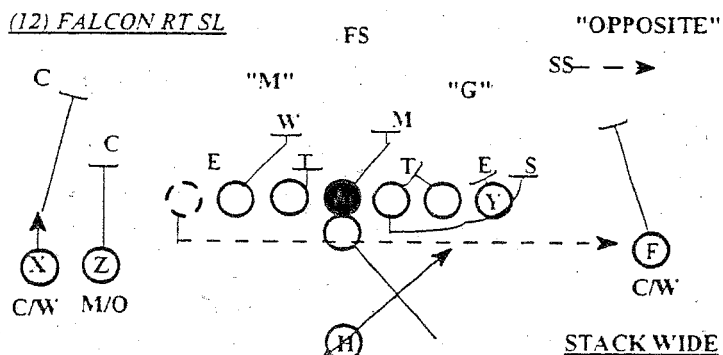
(12) FALCON RT SL



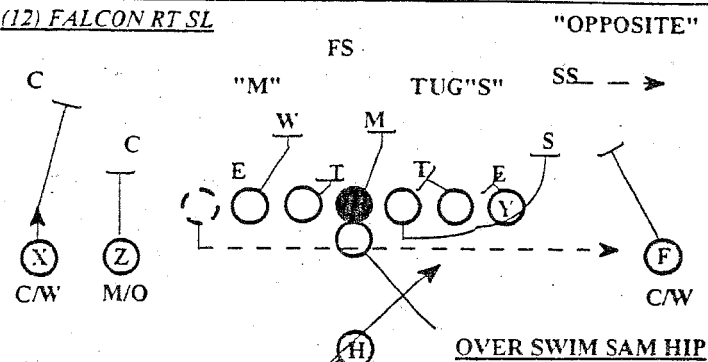
(12) FALCON RT SL



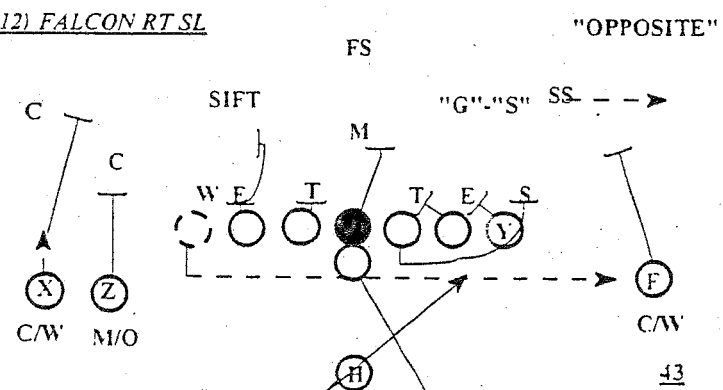
(12) FALCON RT SL



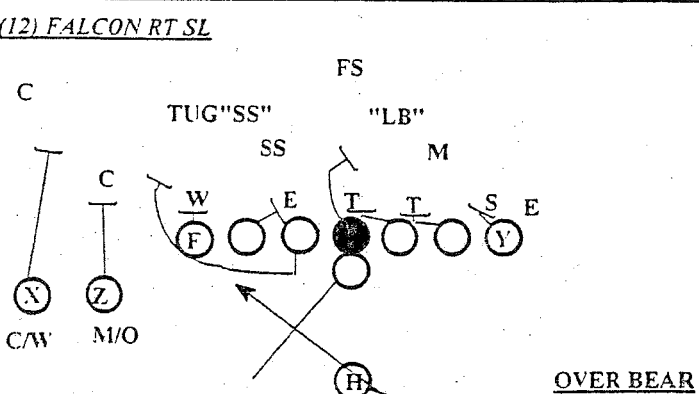
(12) FALCON RT SL



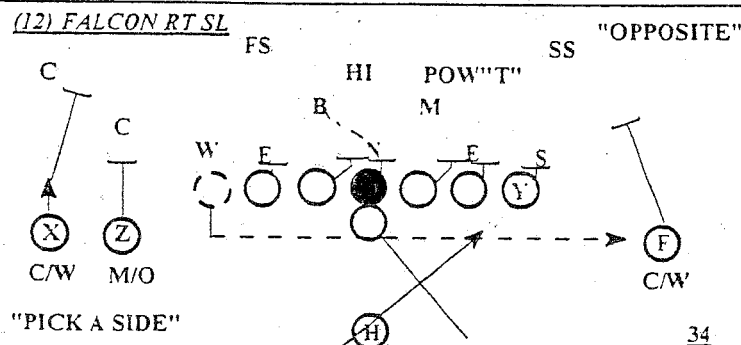
(12) FALCON RT SL



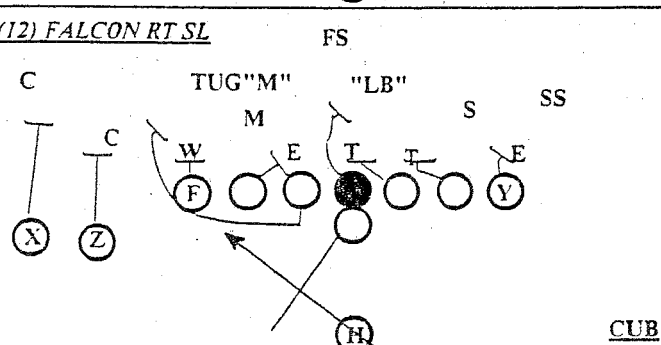
(12) FALCON RT SL



(12) FALCON RT SL

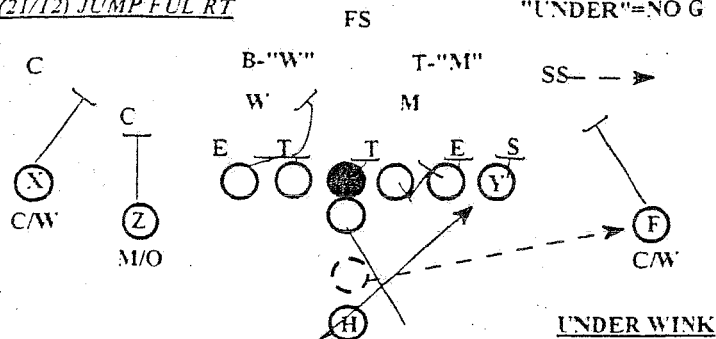


(12) FALCON RT SL

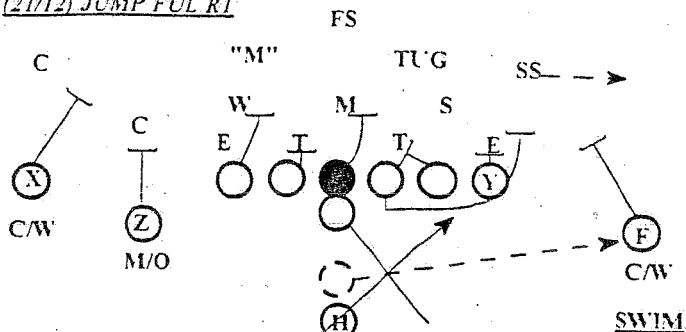




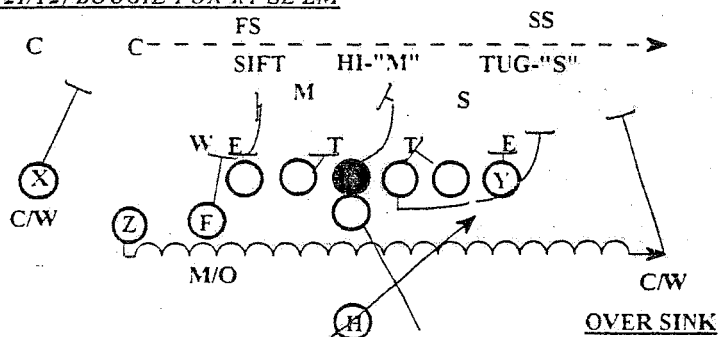
(21/12) JUMP FUL RT



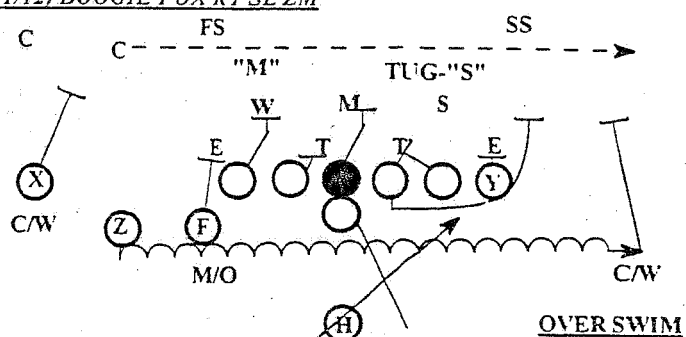
(21/12) JUMP FUL RT



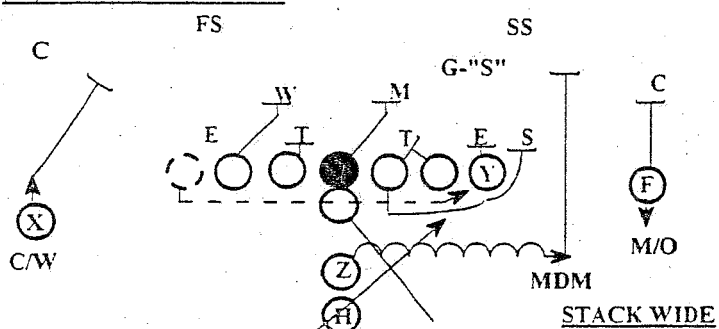
(21/12) BOOGIE FOX RT SL ZM



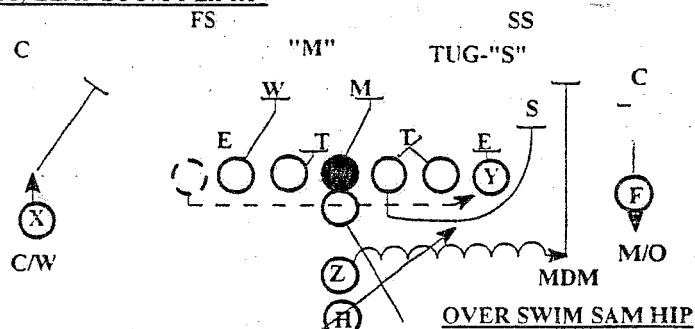
(21/12) BOOGIE FOX RT SL ZM



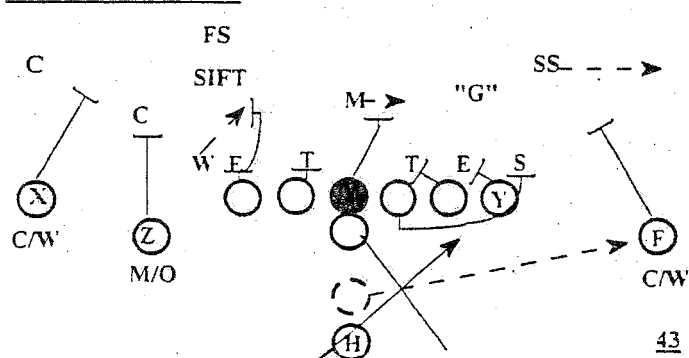
(11) LEAP ZOOM FLK RT



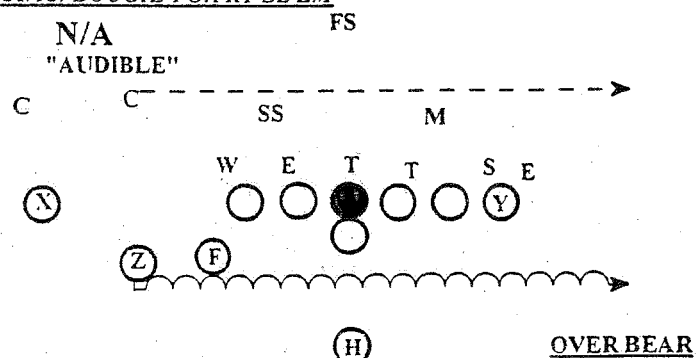
(11) LEAP ZOOM FLK RT



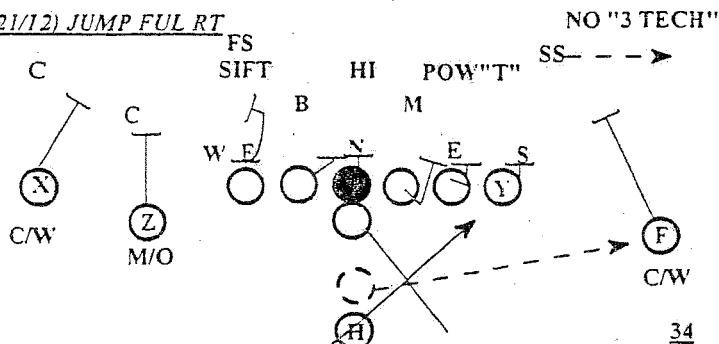
(21/12) JUMP FUL RT



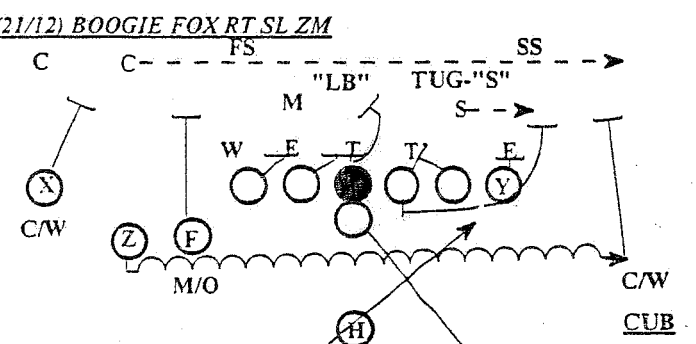
(21/12) BOOGIE FOX RT SL ZM



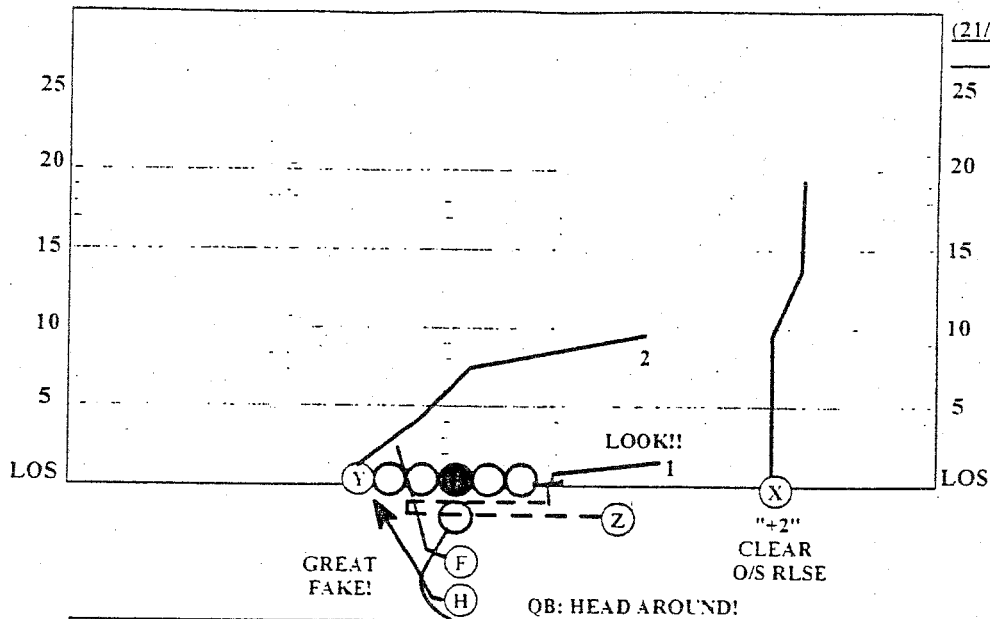
(21/12) JUMP FUL RT



(21/12) BOOGIE FOX RT SL ZM

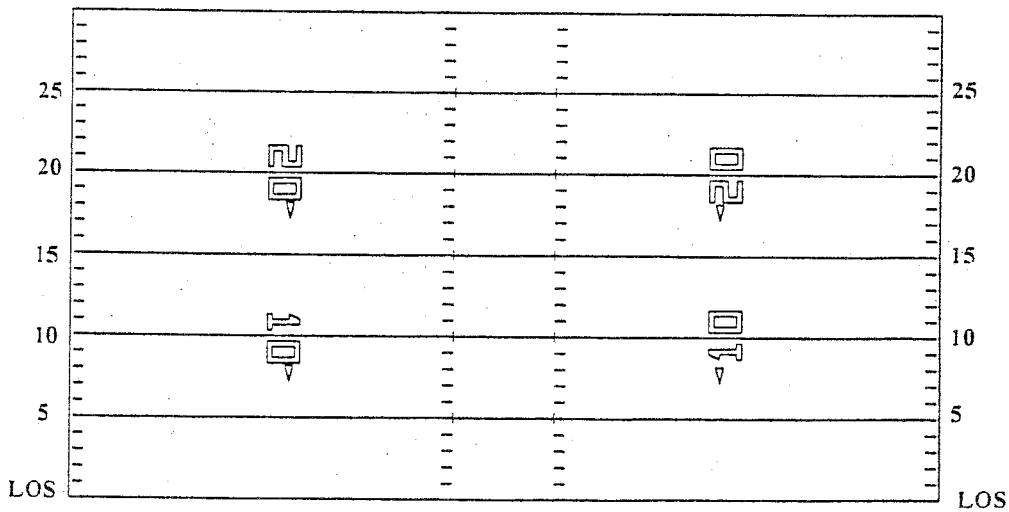
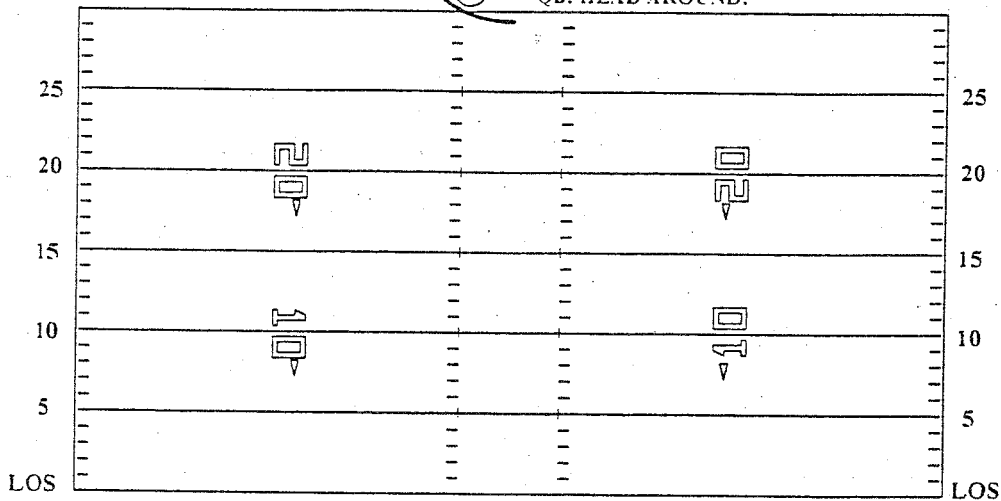


## ACTION



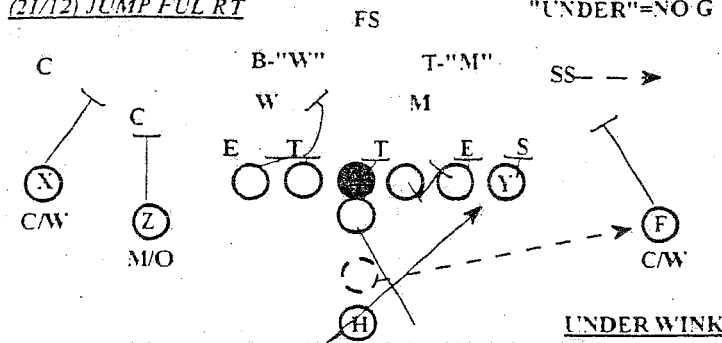
(21/12)(BOOG) I L T SL ZP TITE  
NAKED 39 BUSTER

20 Z RECEIVER: SELL  
JUST LIKE Z PEEL  
TITE BLOCK. MUST BE  
15 FAST VS DOG/BLITZ!!

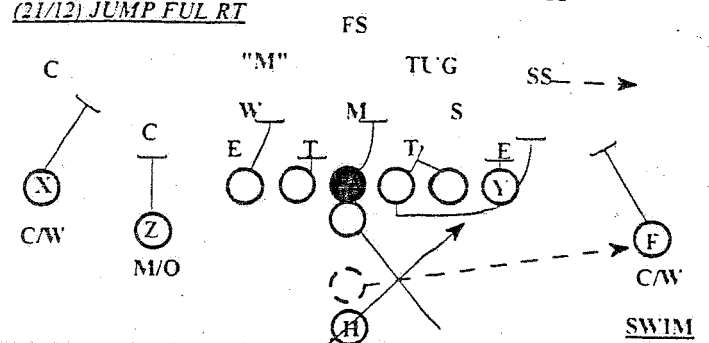


# 36 (37) G

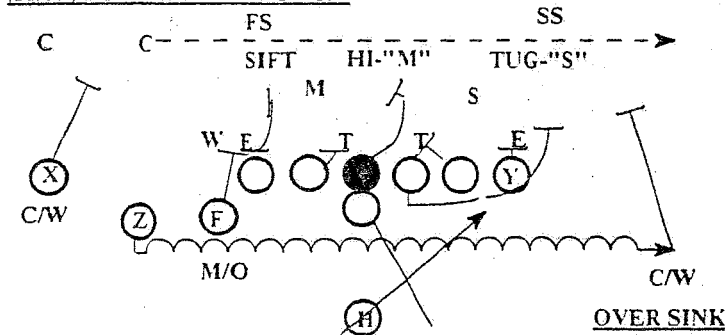
(21/12) JUMP FUL RT



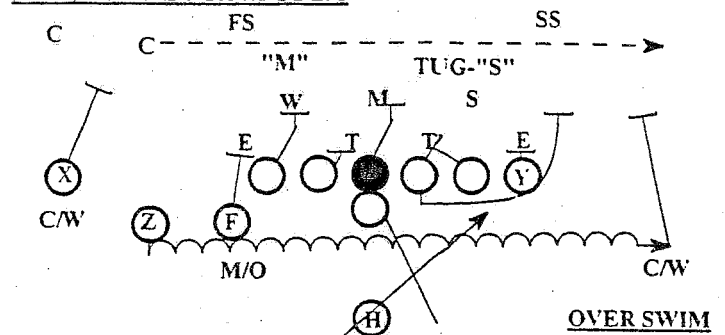
(21/12) JUMP FUL RT



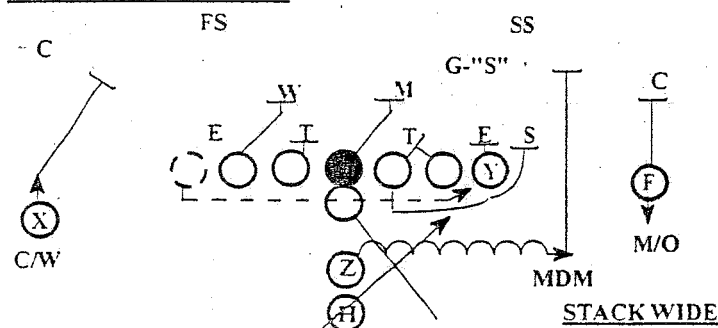
(21/12) BOOGIE FOX RT SL ZM



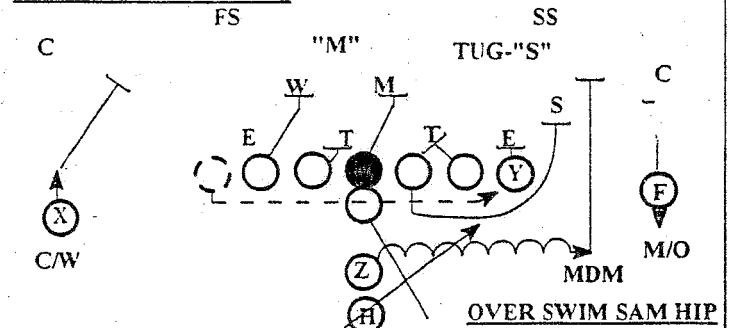
(21/12) BOOGIE FOX RT SL ZM



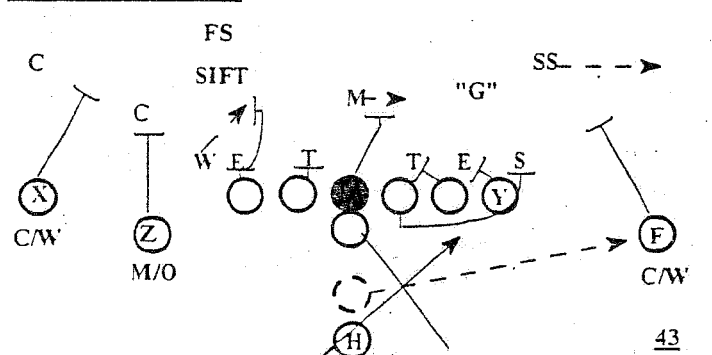
(11) LEAP ZOOM FLK RT



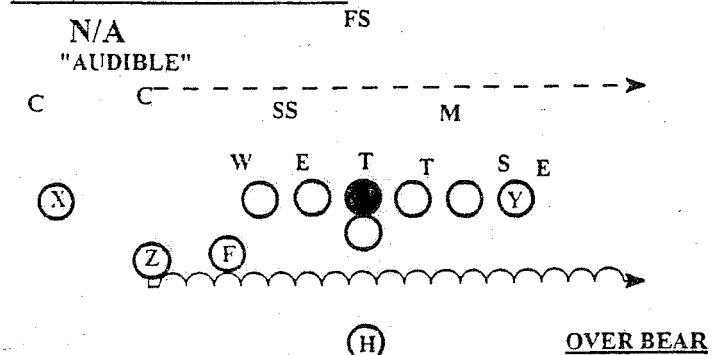
(11) LEAP ZOOM FLK RT



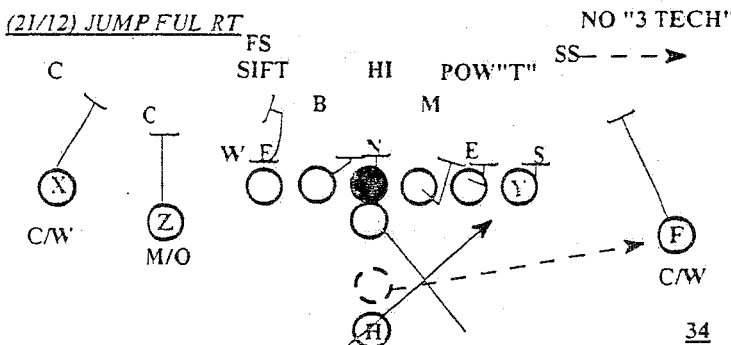
(21/12) JUMP FUL RT



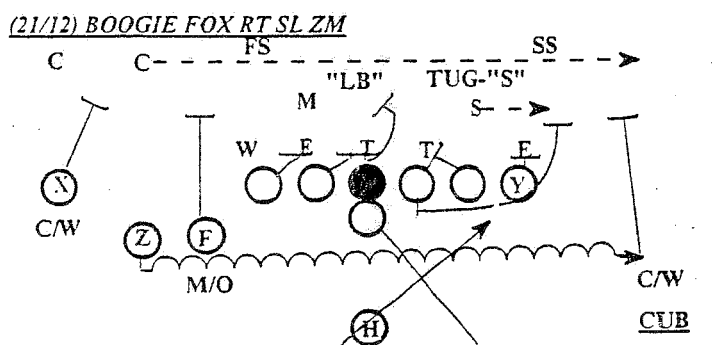
(21/12) BOOGIE FOX RT SL ZM



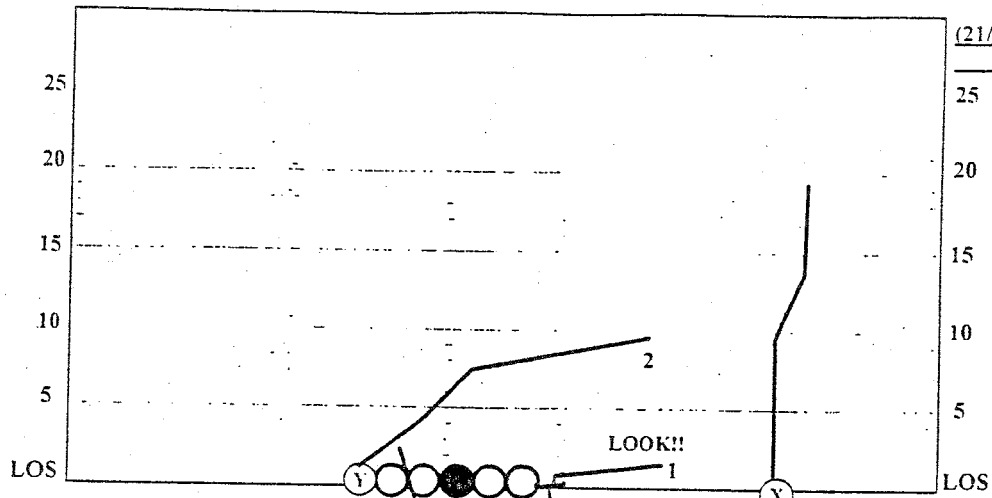
(21/12) JUMP FUL RT



(21/12) BOOGIE FOX RT SL ZM

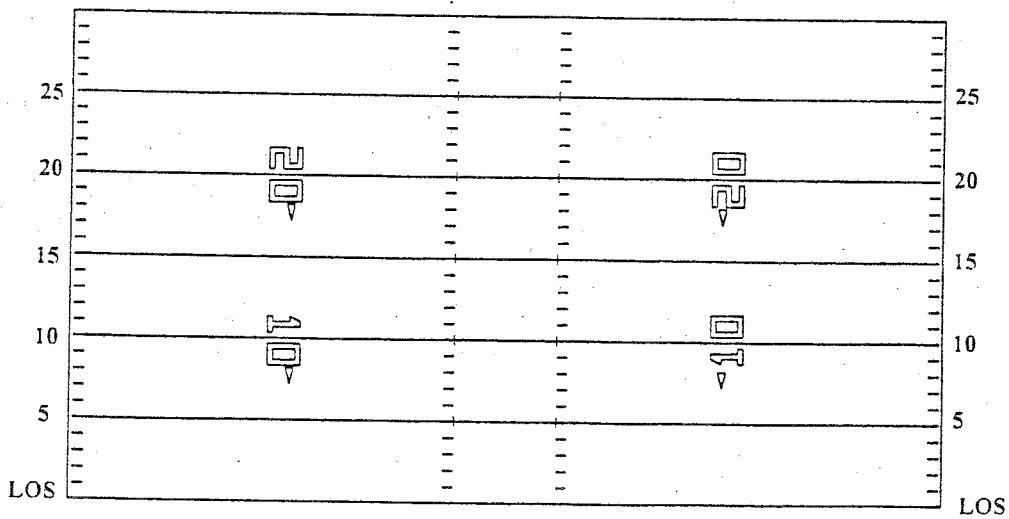
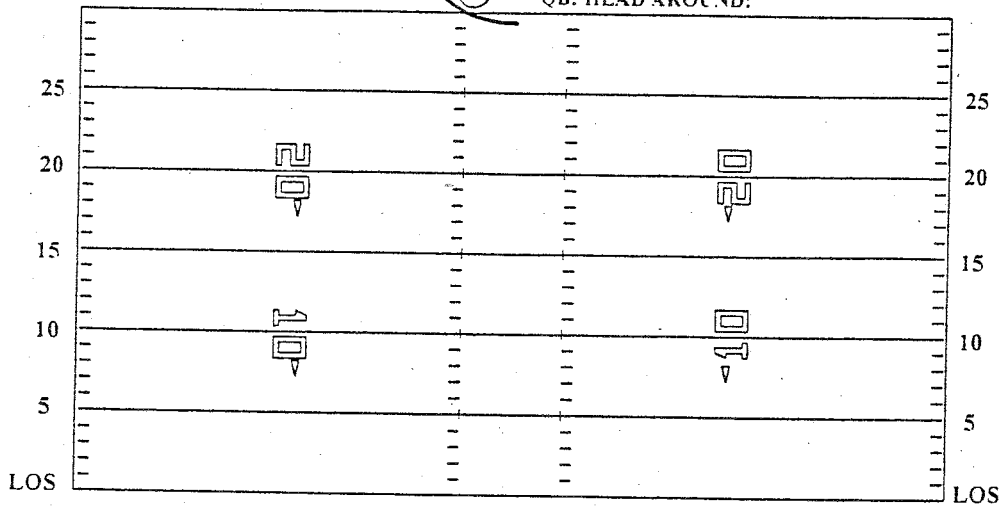


# ACTION



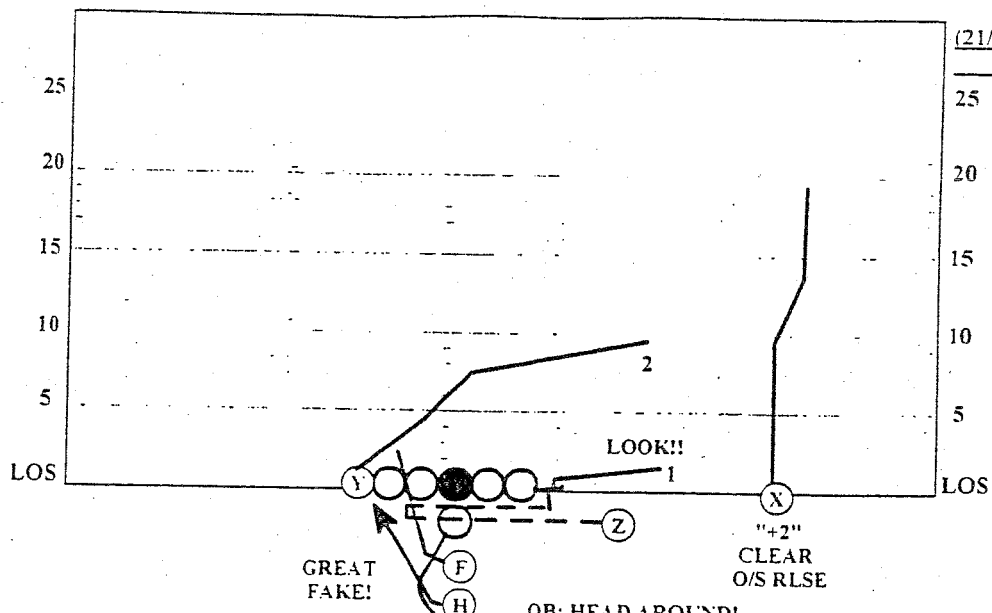
(21/12)(BOOG) I LT SL ZP TITE  
NAKED 39 BLSTER

Z RECEIVER: SELL  
JUST LIKE Z PEEL  
TITE BLOCK. MUST BE  
FAST VS DOG/BLITZ!!



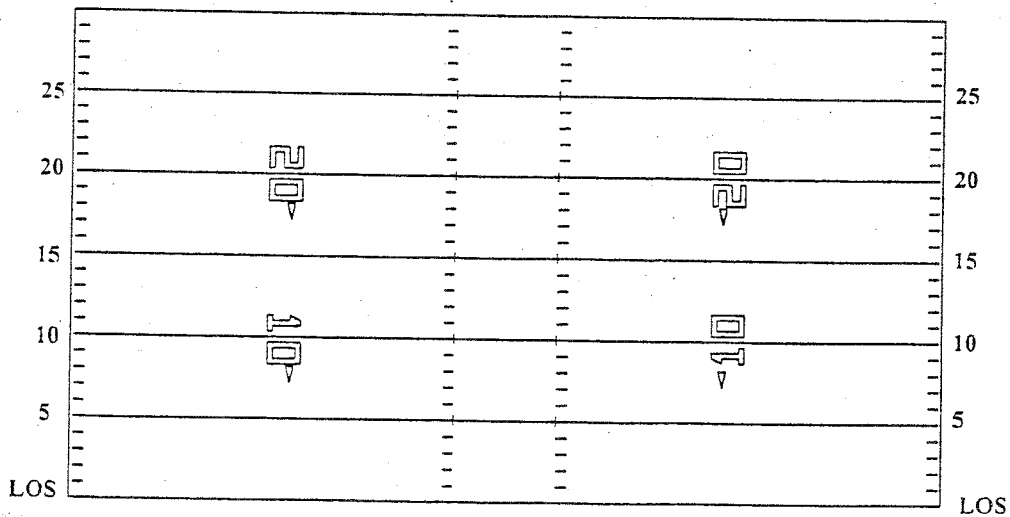
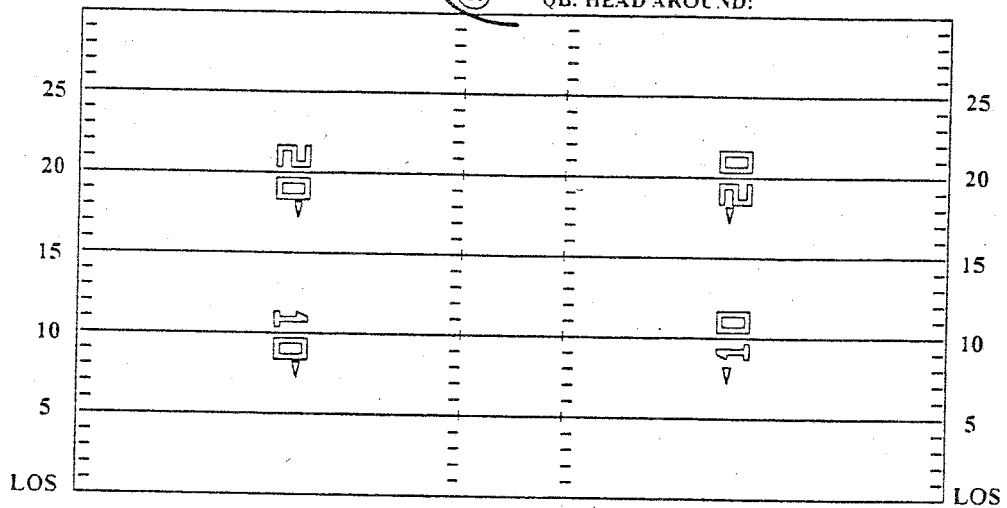


# ACTION



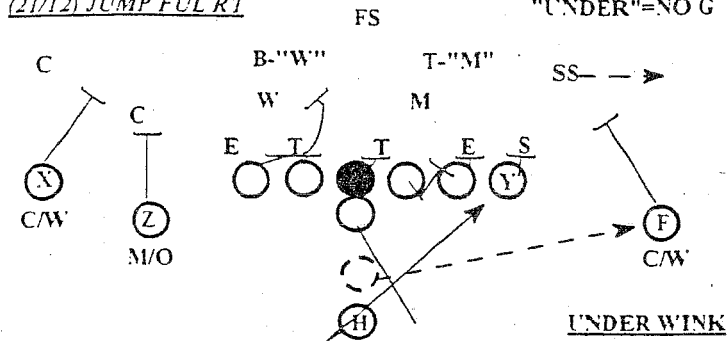
(21/12)(BOOG) I LT SL ZP TITE  
NAKED 39 BLSTER

Z RECEIVER: SELL  
JUST LIKE Z PEEL  
TITE BLOCK. MUST BE  
FAST VS DOG/BLITZ!!

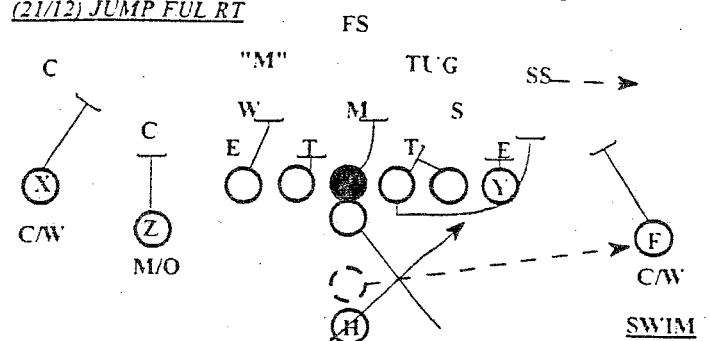


# 36 (37) G

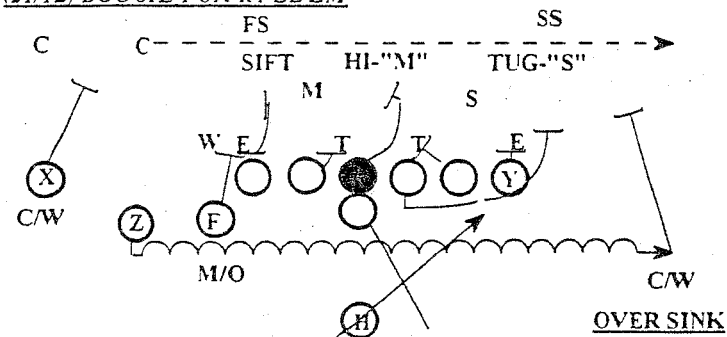
(21/12) JUMP FUL RT



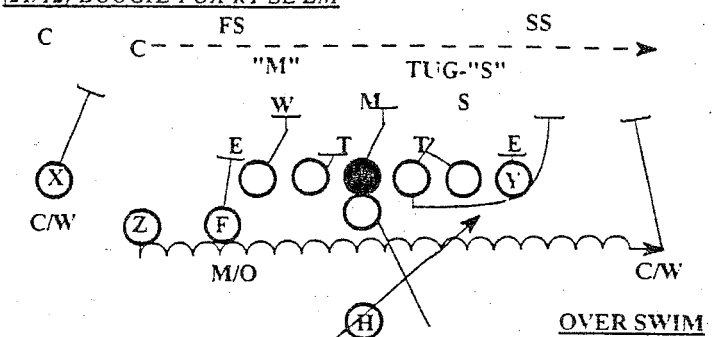
(21/12) JUMP FUL RT



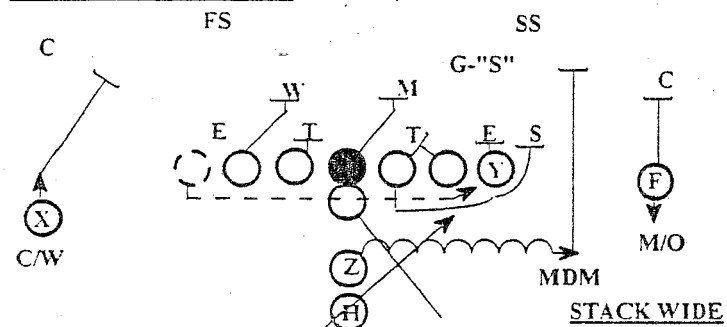
(21/12) BOOGIE FOX RT SL ZM



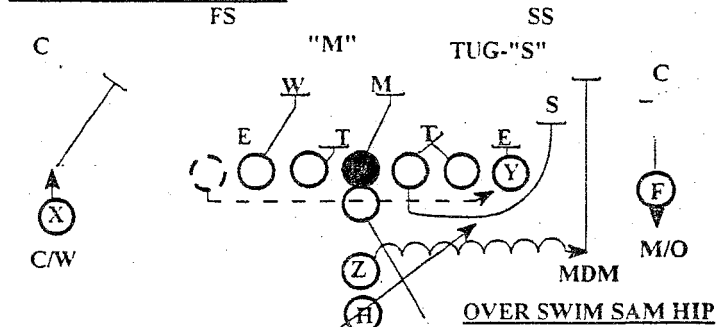
(21/12) BOOGIE FOX RT SL ZM



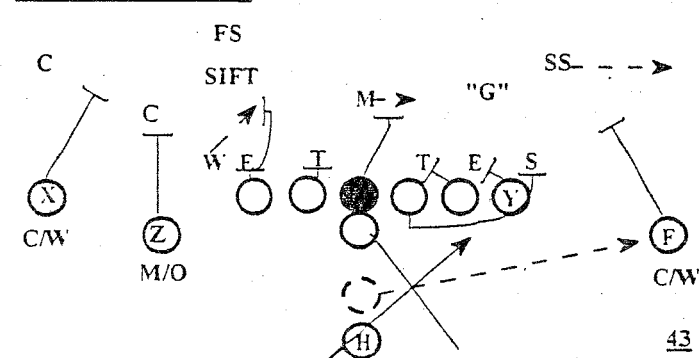
(11) LEAP ZOOM FLK RT



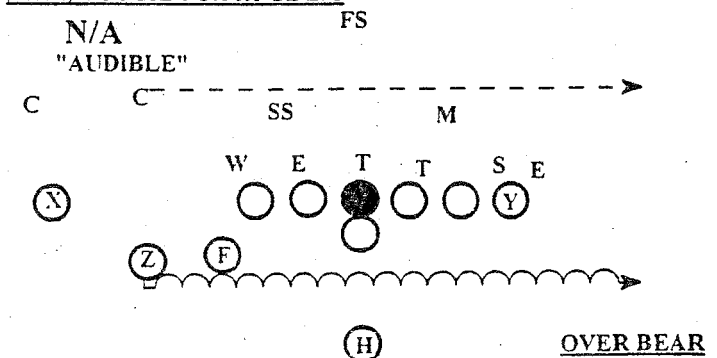
(11) LEAP ZOOM FLK RT



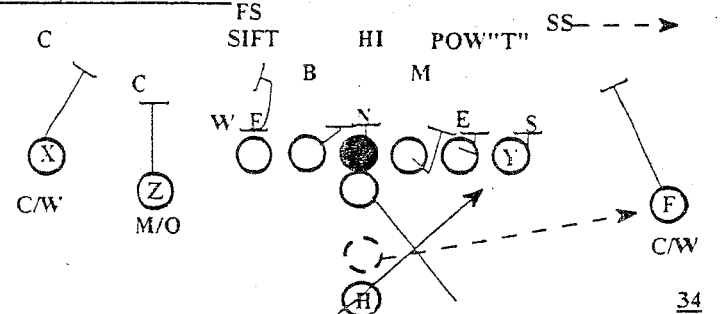
(21/12) JUMP FUL RT



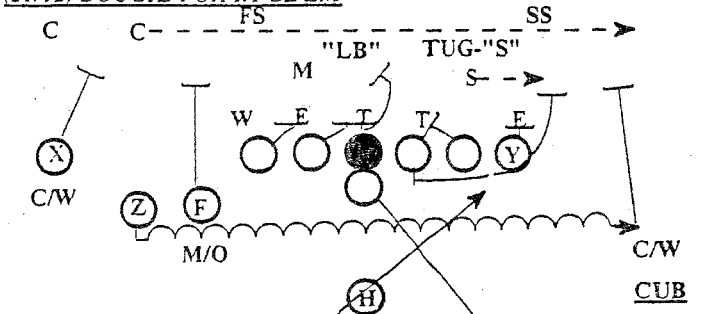
(21/12) BOOGIE FOX RT SL ZM



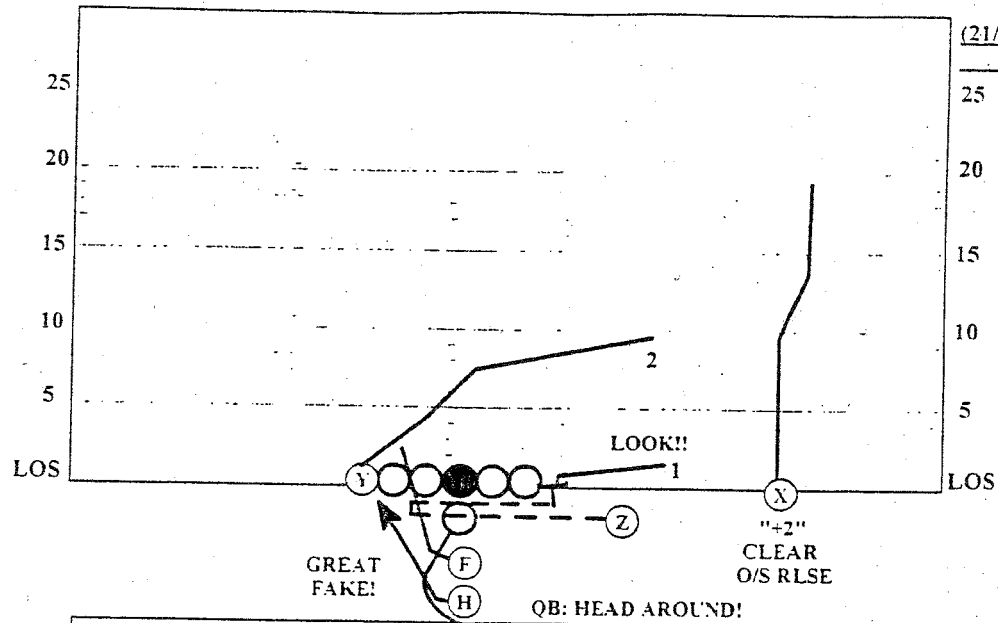
(21/12) JUMP FUL RT



(21/12) BOOGIE FOX RT SL ZM

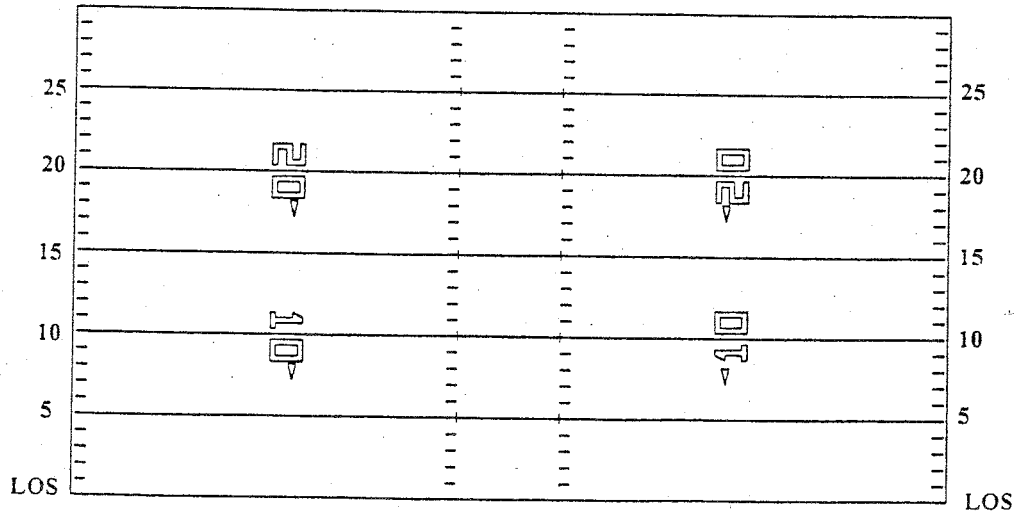
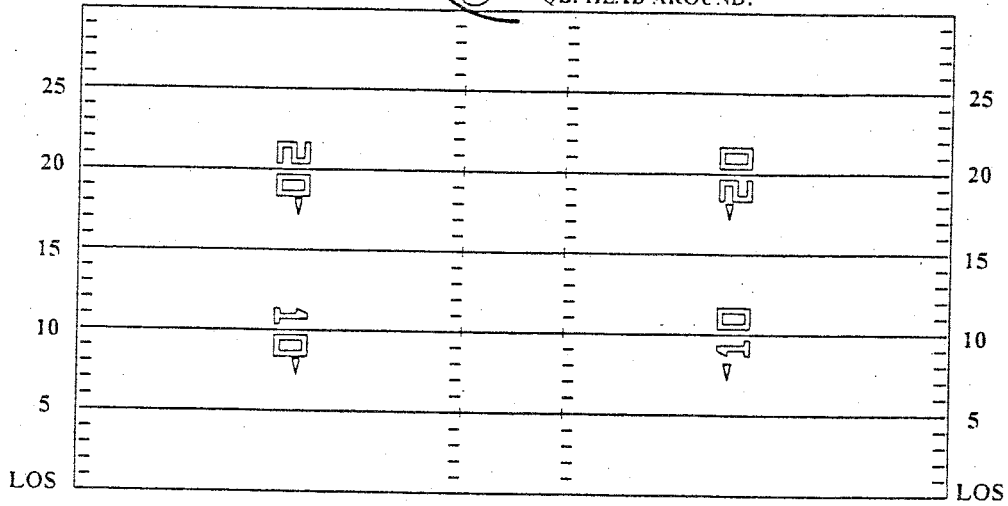


# ACTION



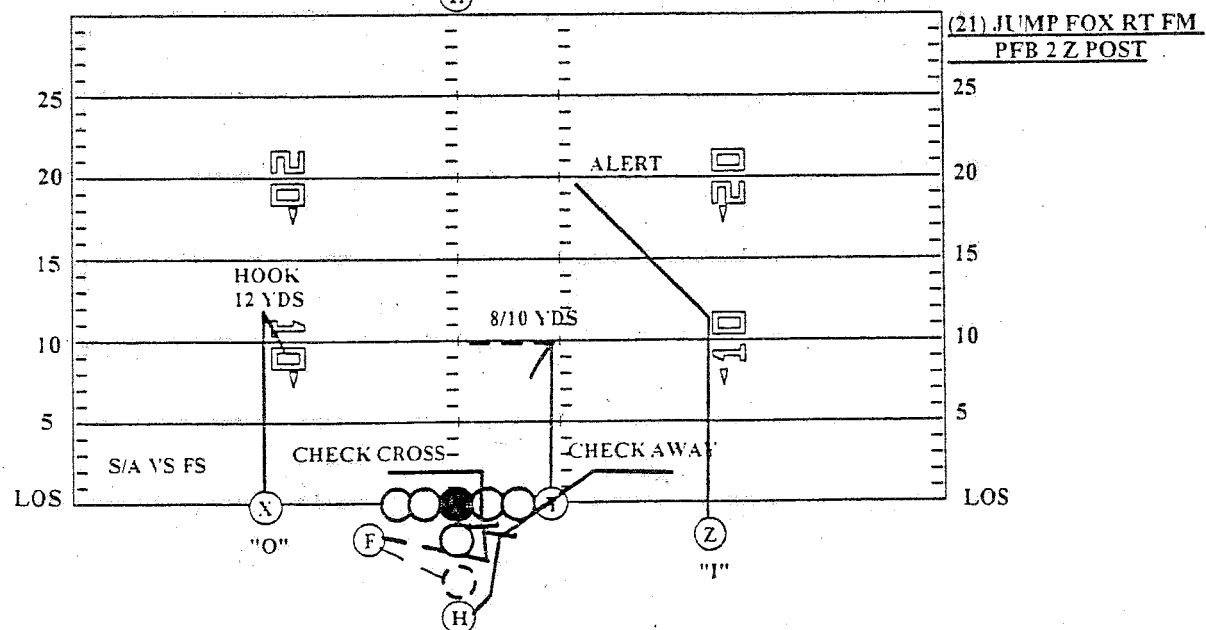
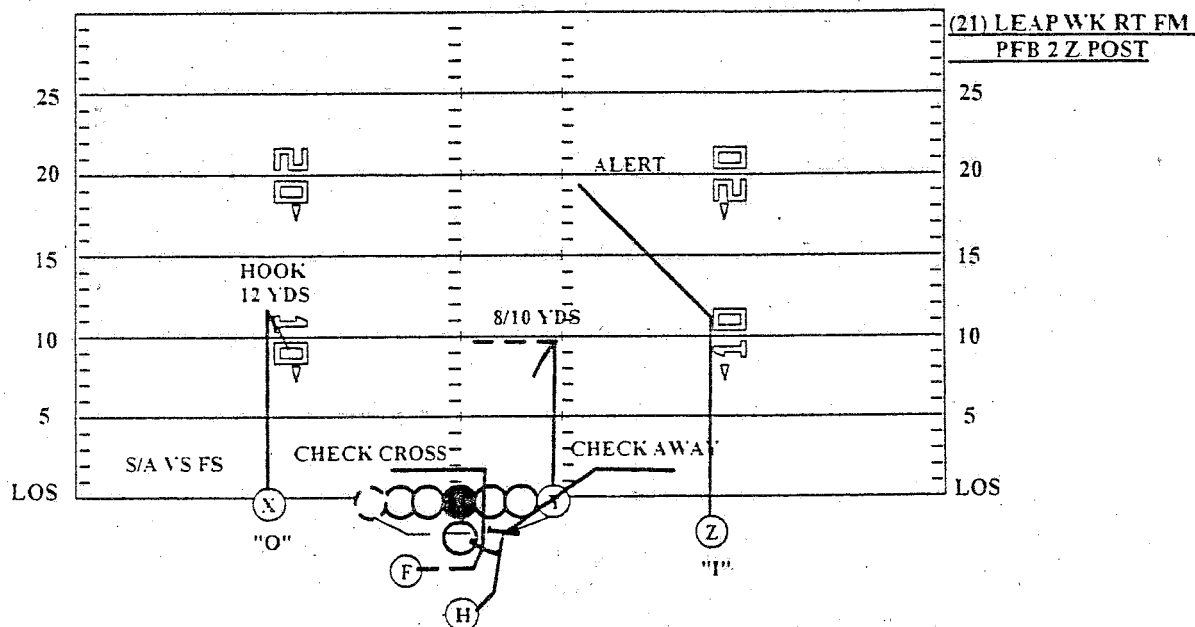
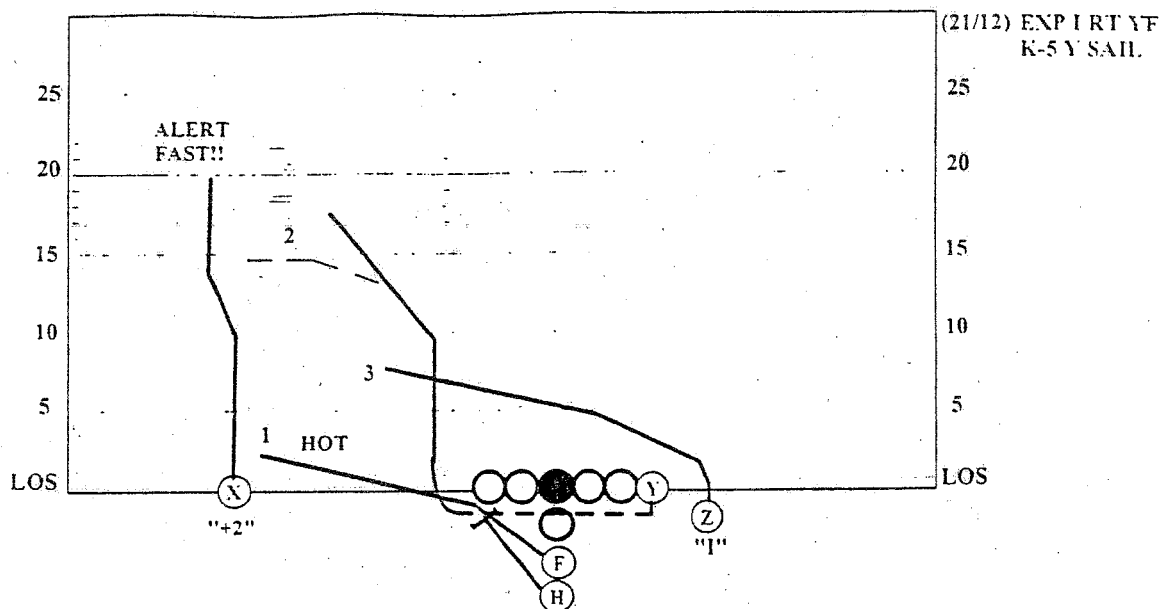
(21/12)(BOOG) 1 LT SL ZP TITE  
NAKED 39 BUSTER

Z RECEIVER: SELL  
JUST LIKE Z PEEL  
TITE BLOCK. MUST BE  
FAST VS DOG/BLITZ!!

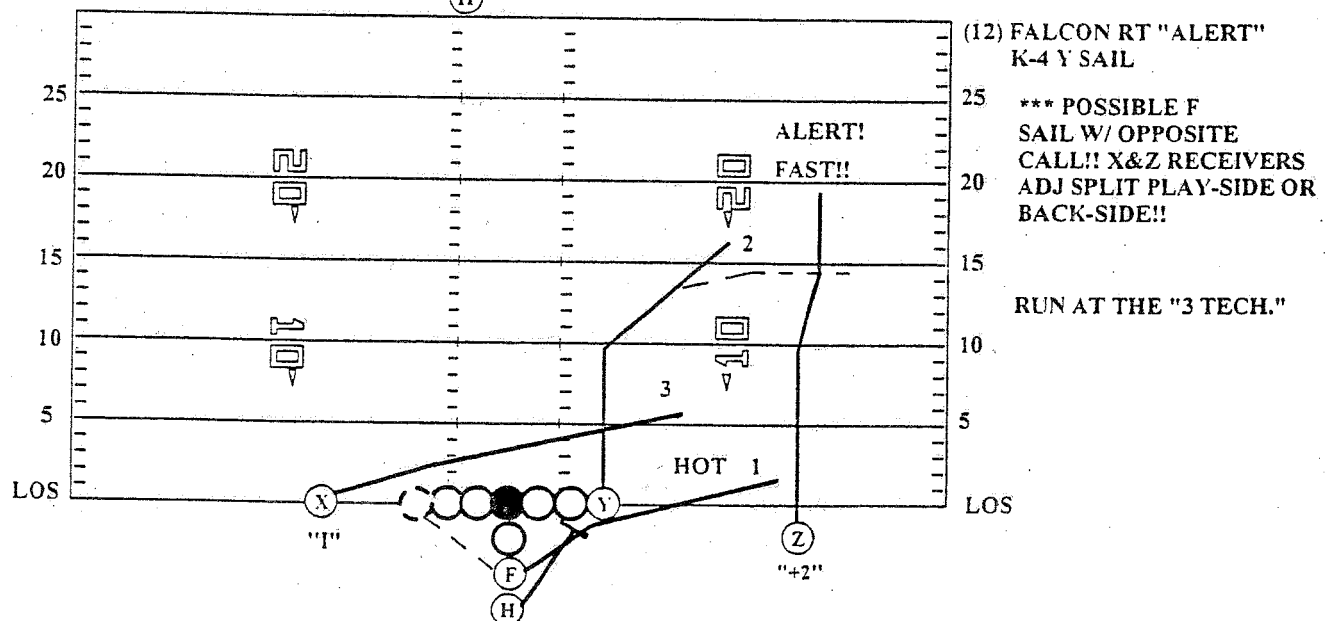
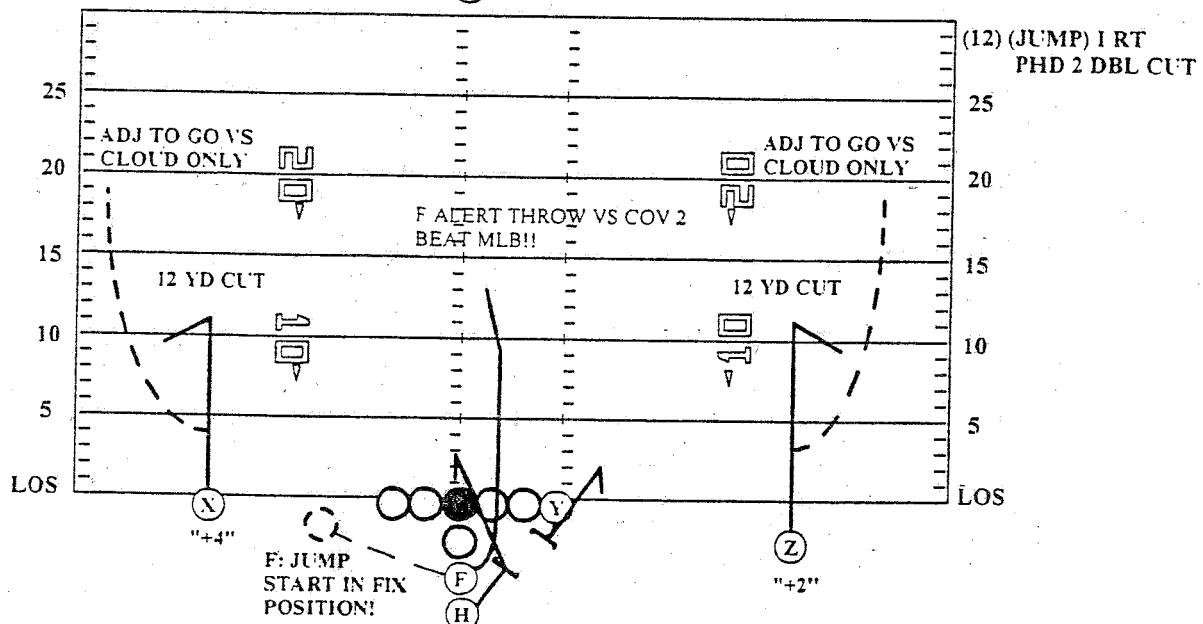
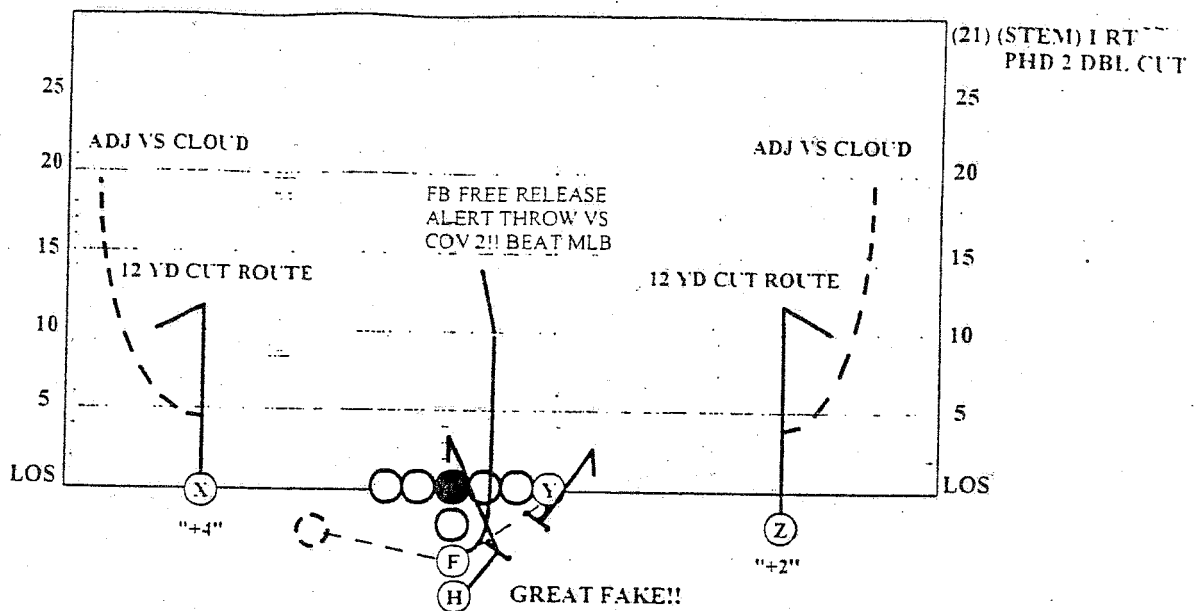




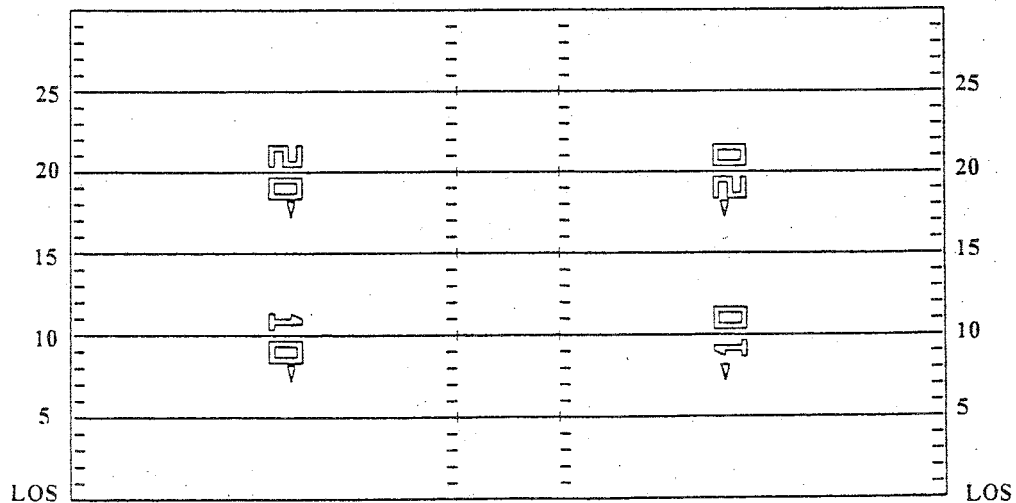
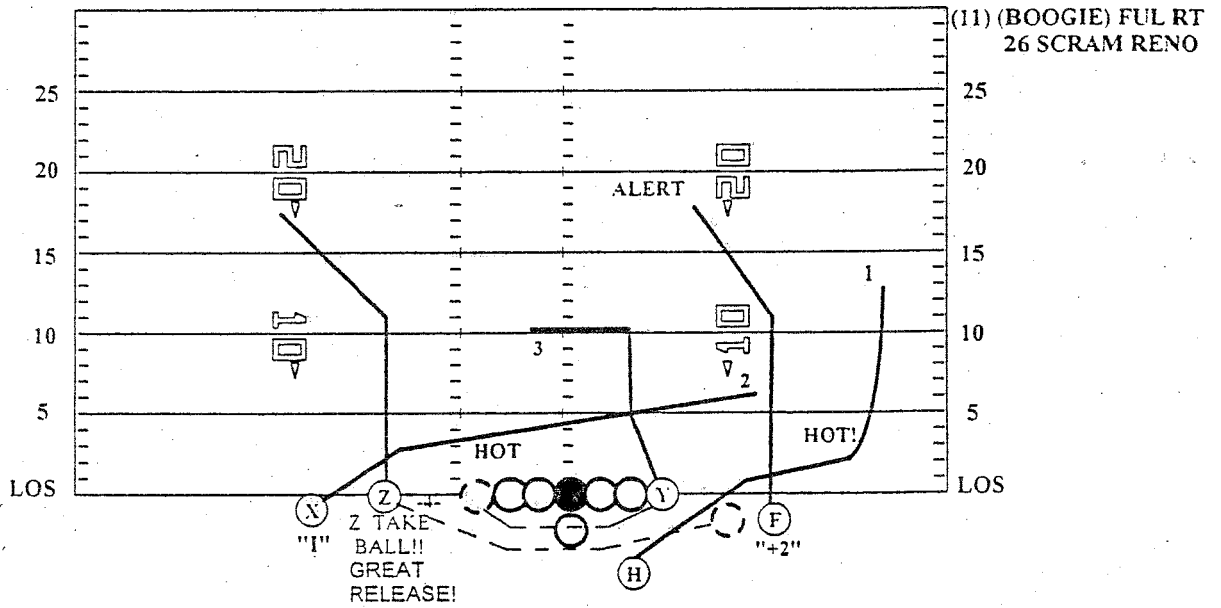
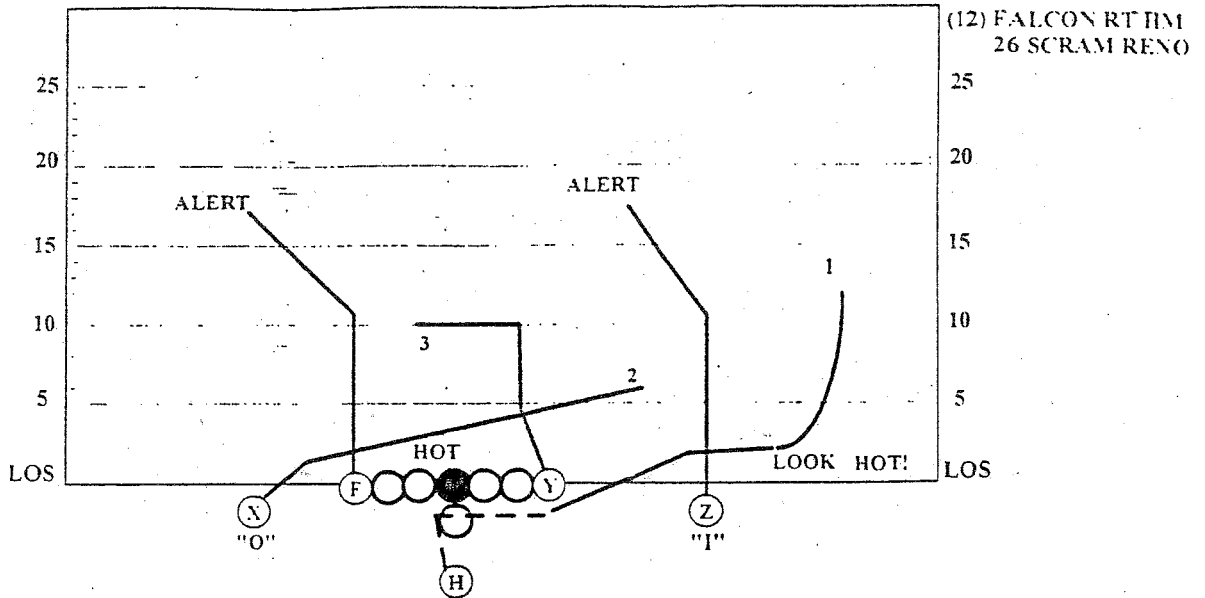
## PLAY ACTION



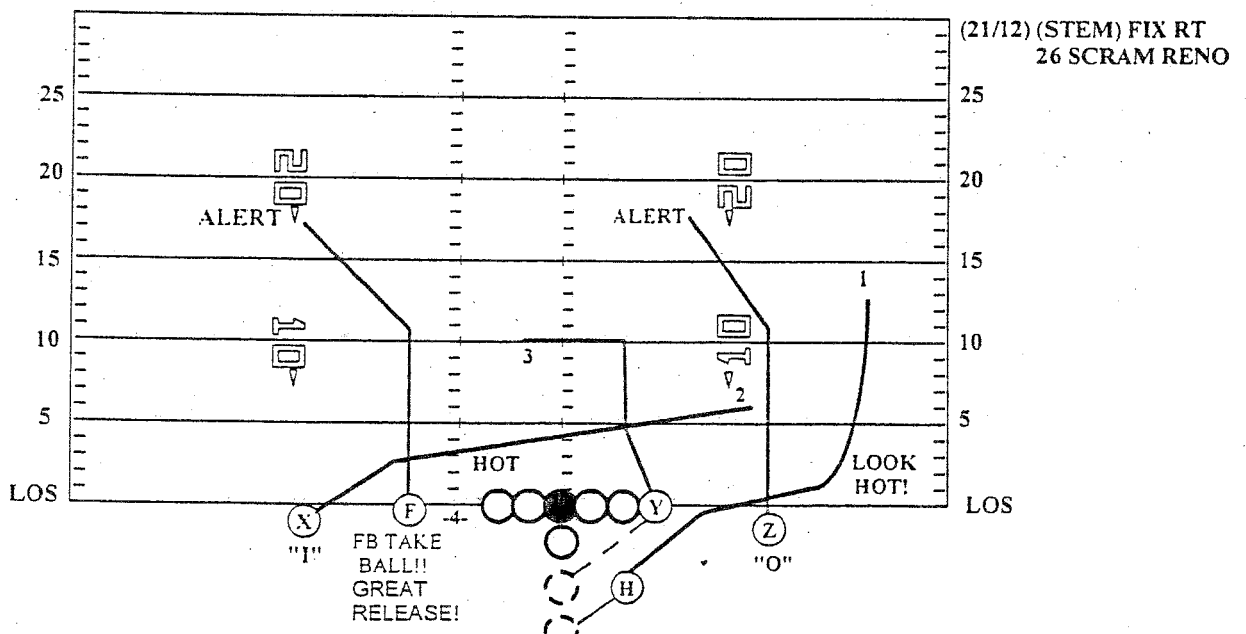
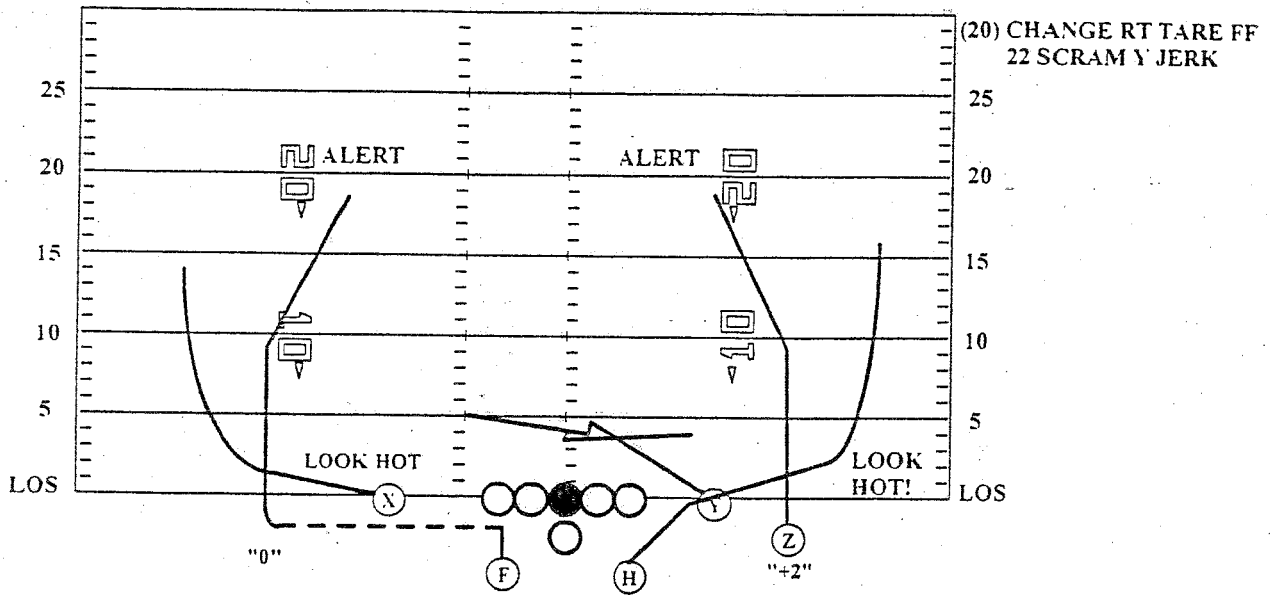
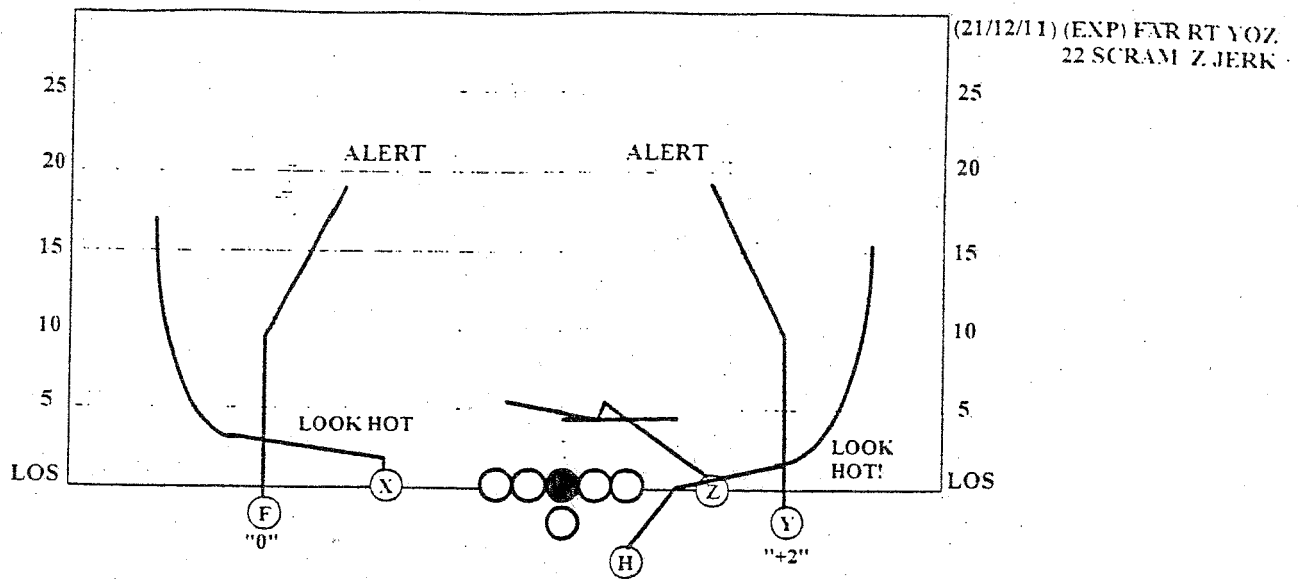
# PLAY ACTION



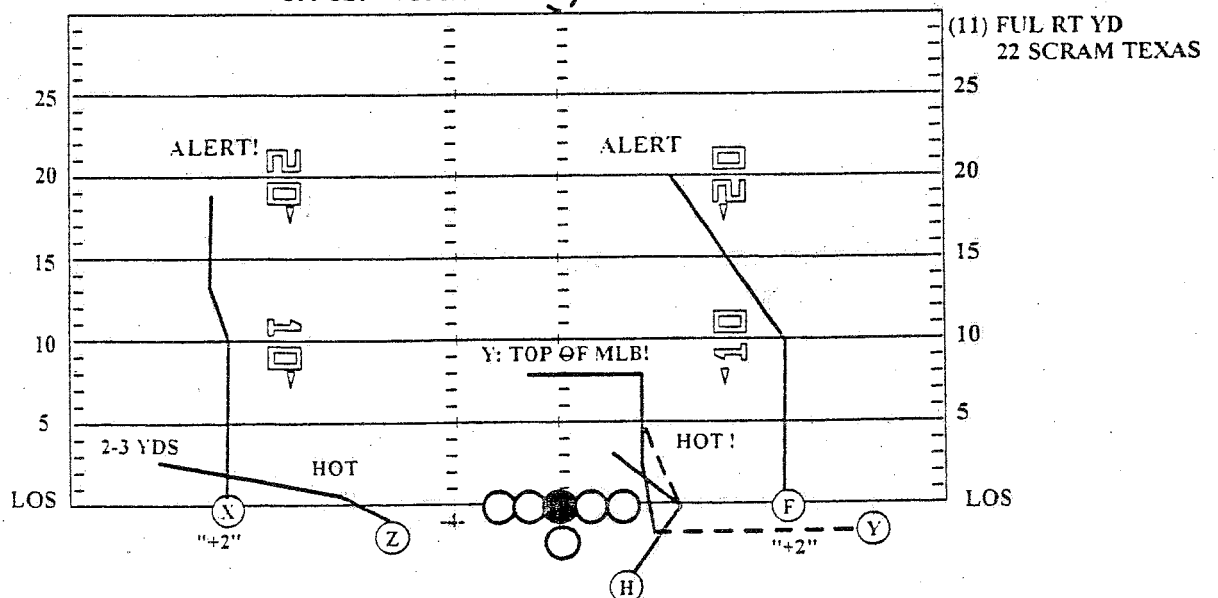
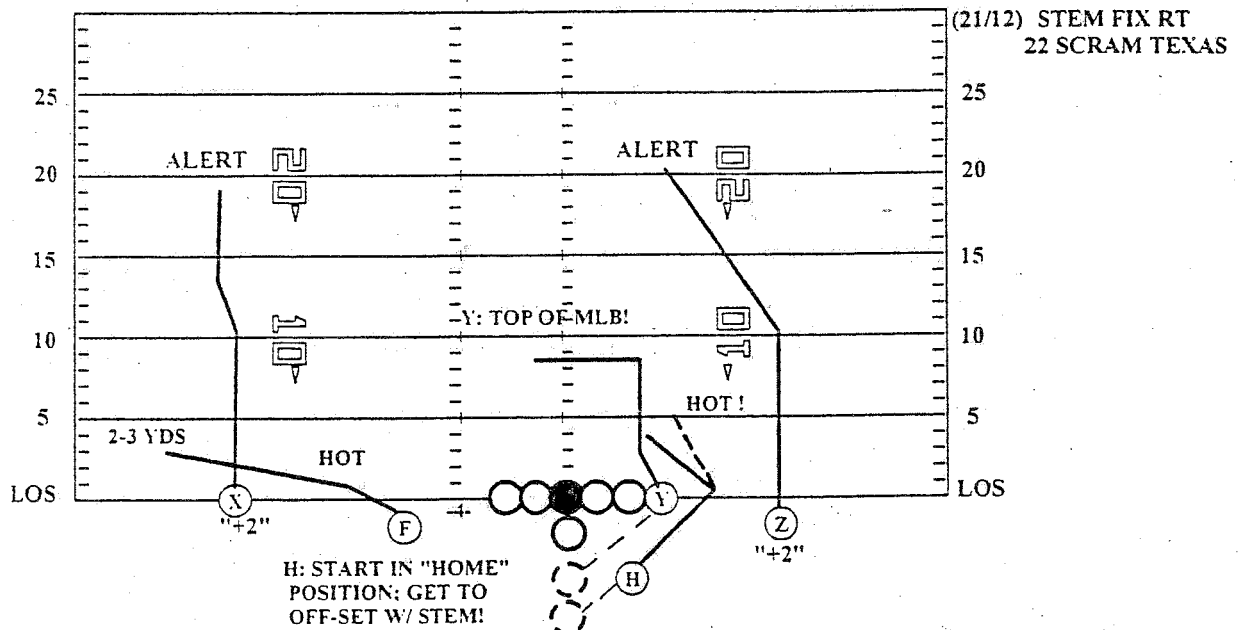
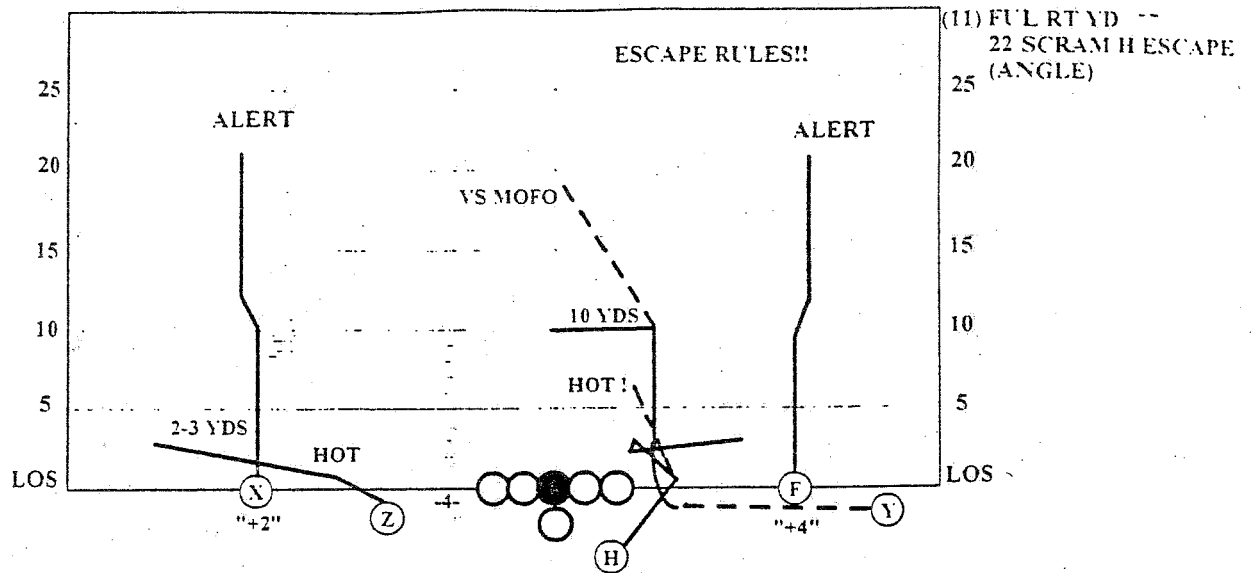
# BASE PASS



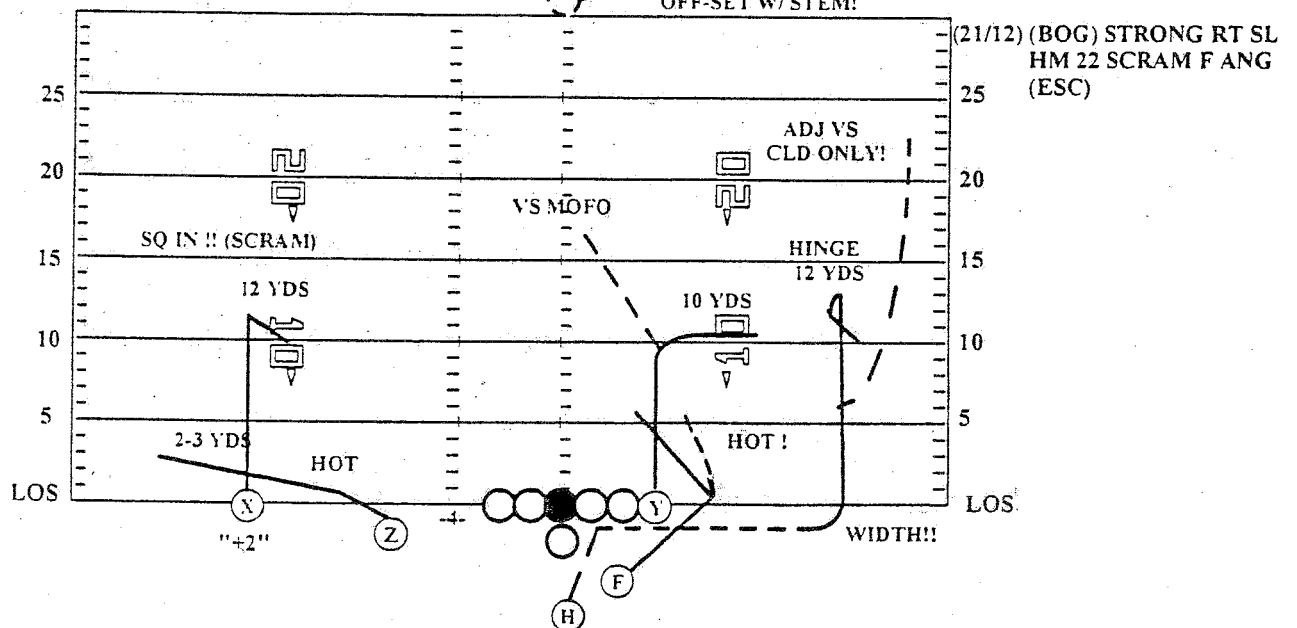
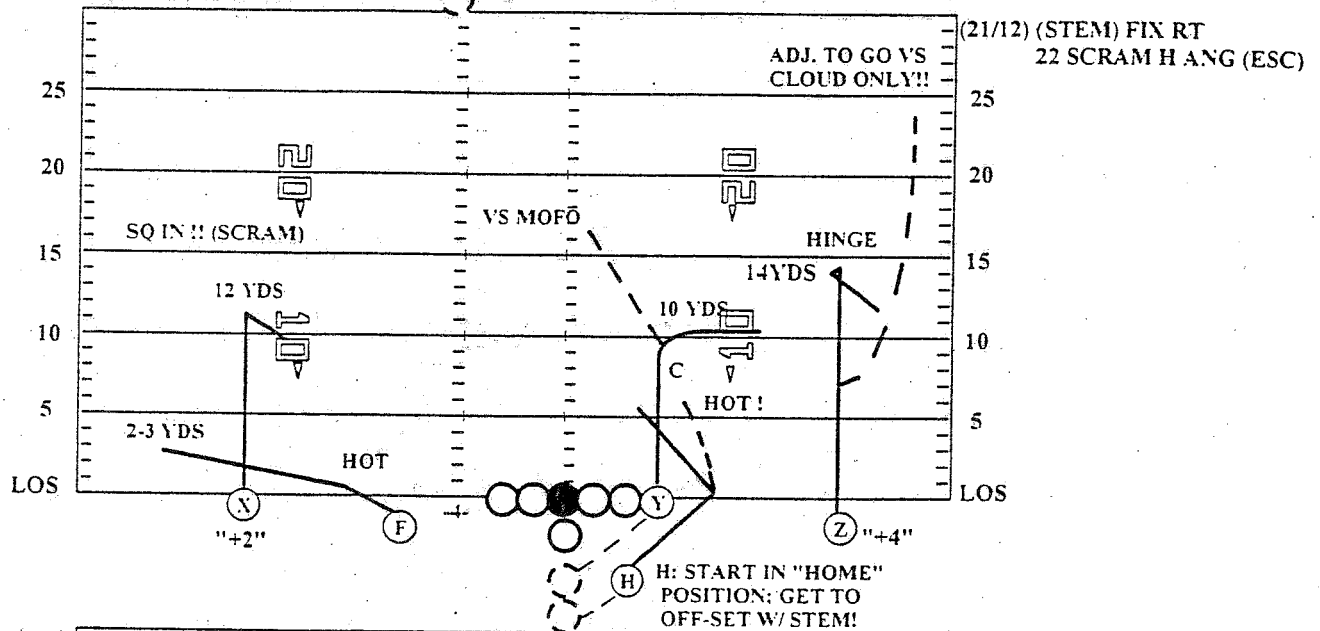
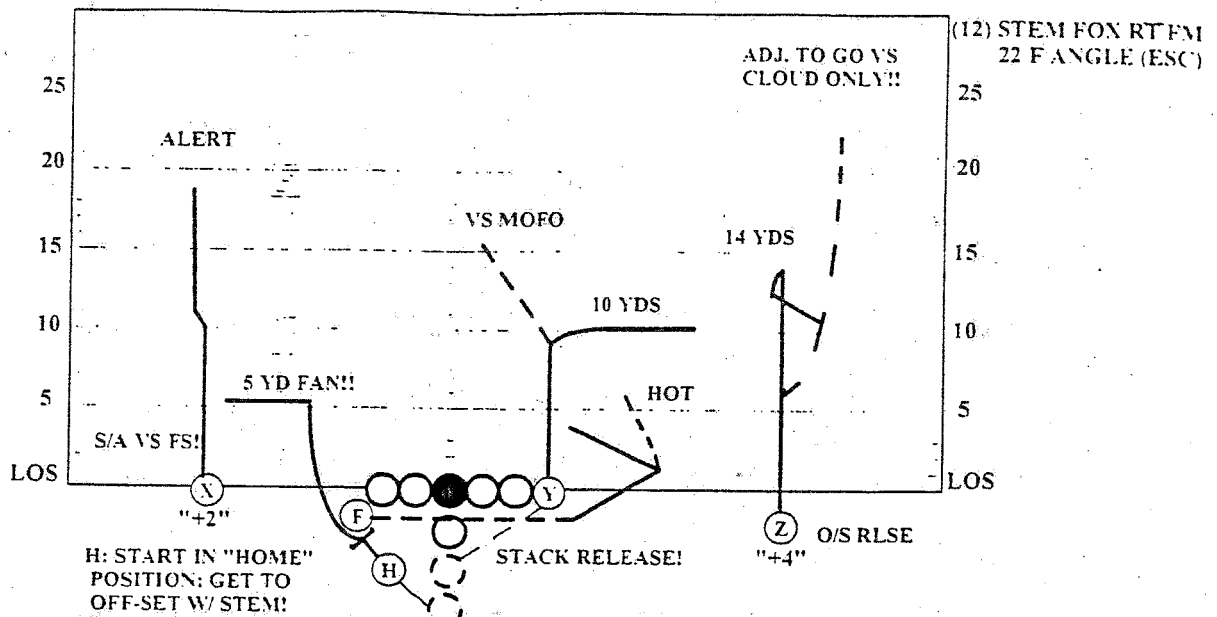
# BASE PASS



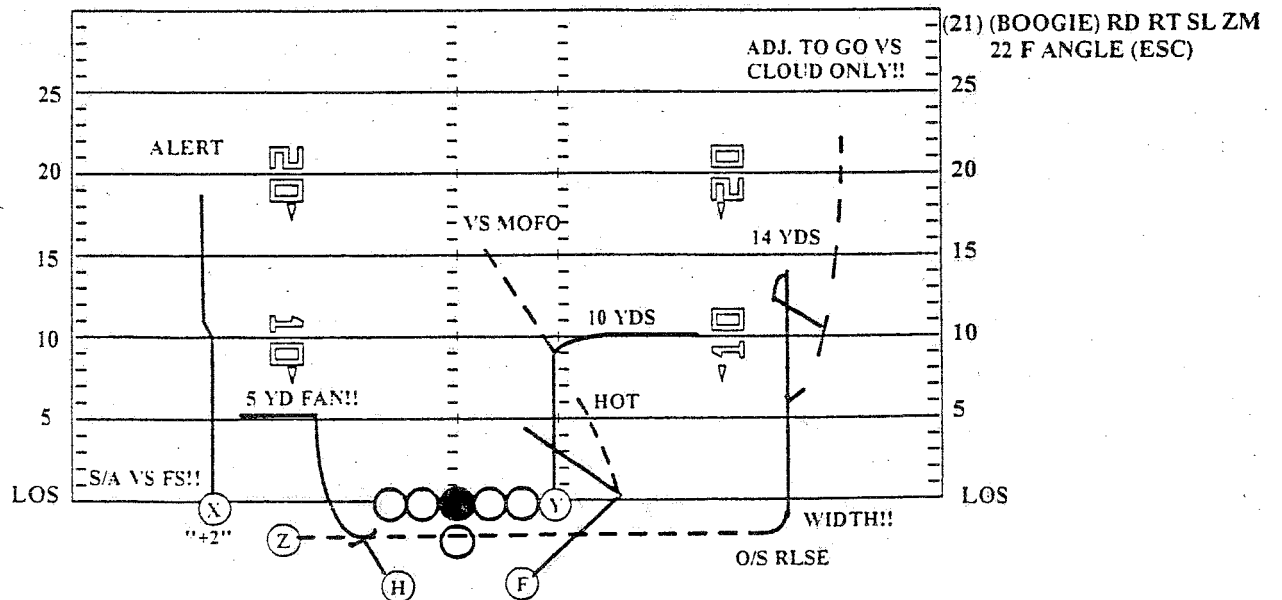
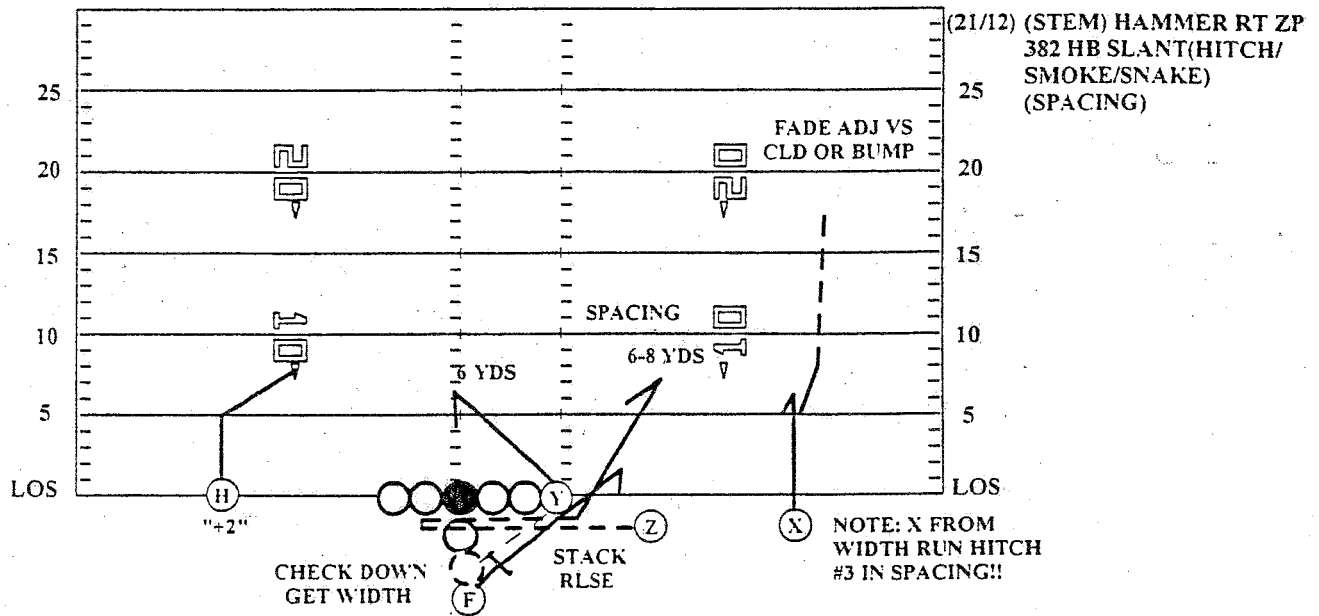
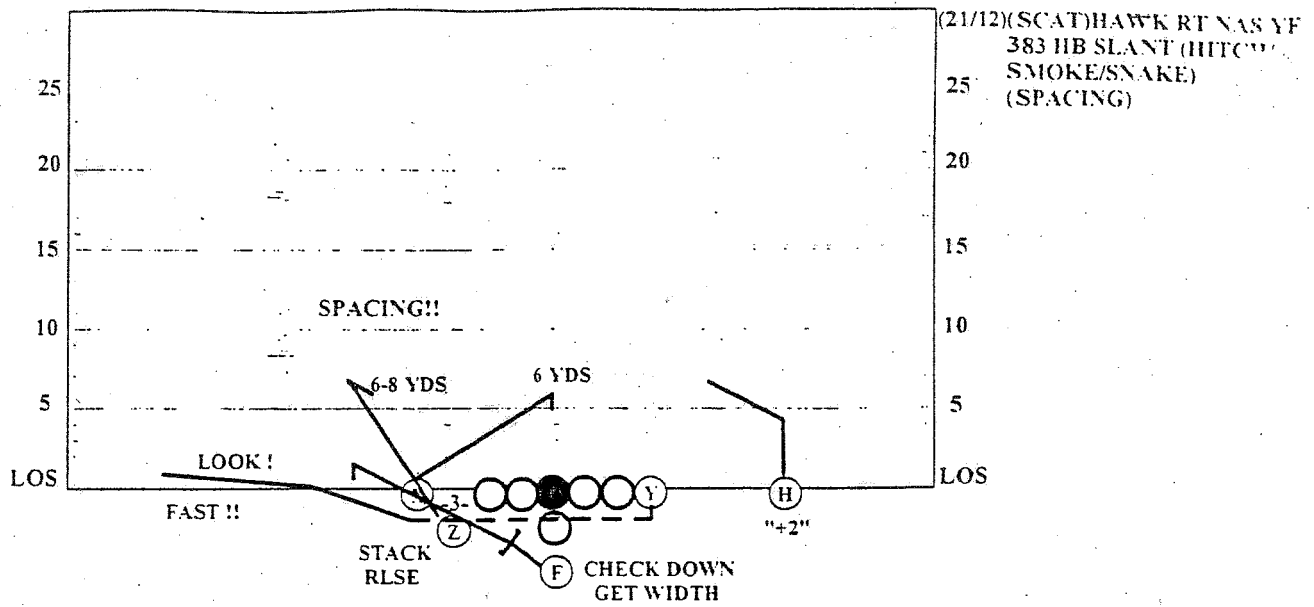
# BASE PASS



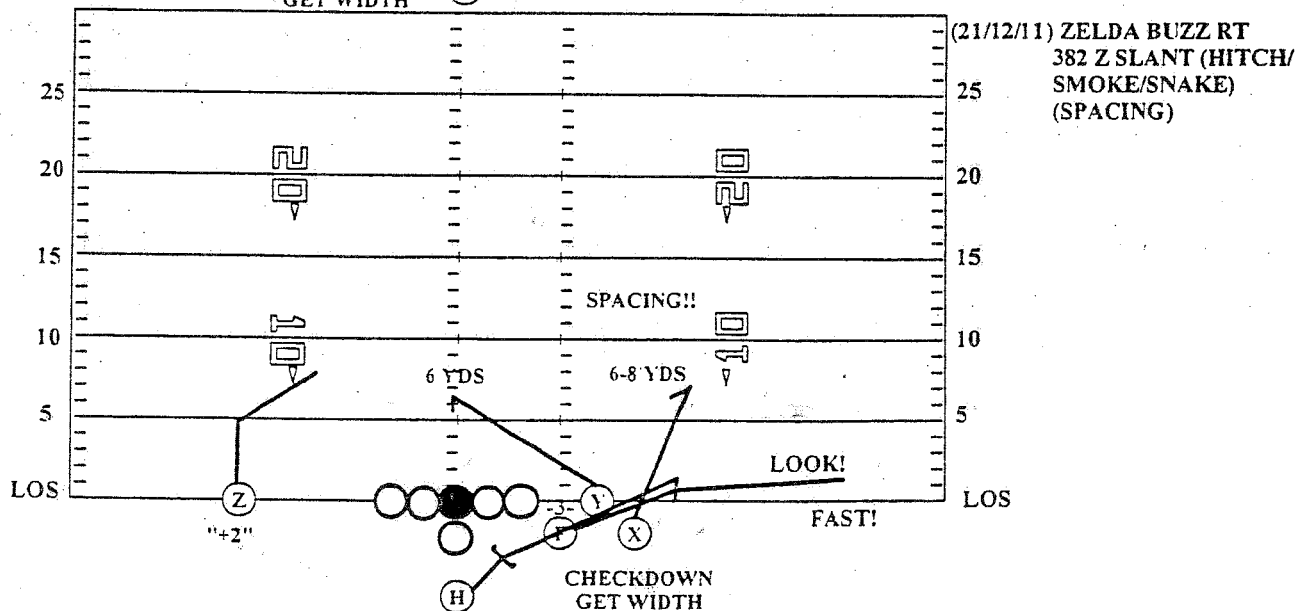
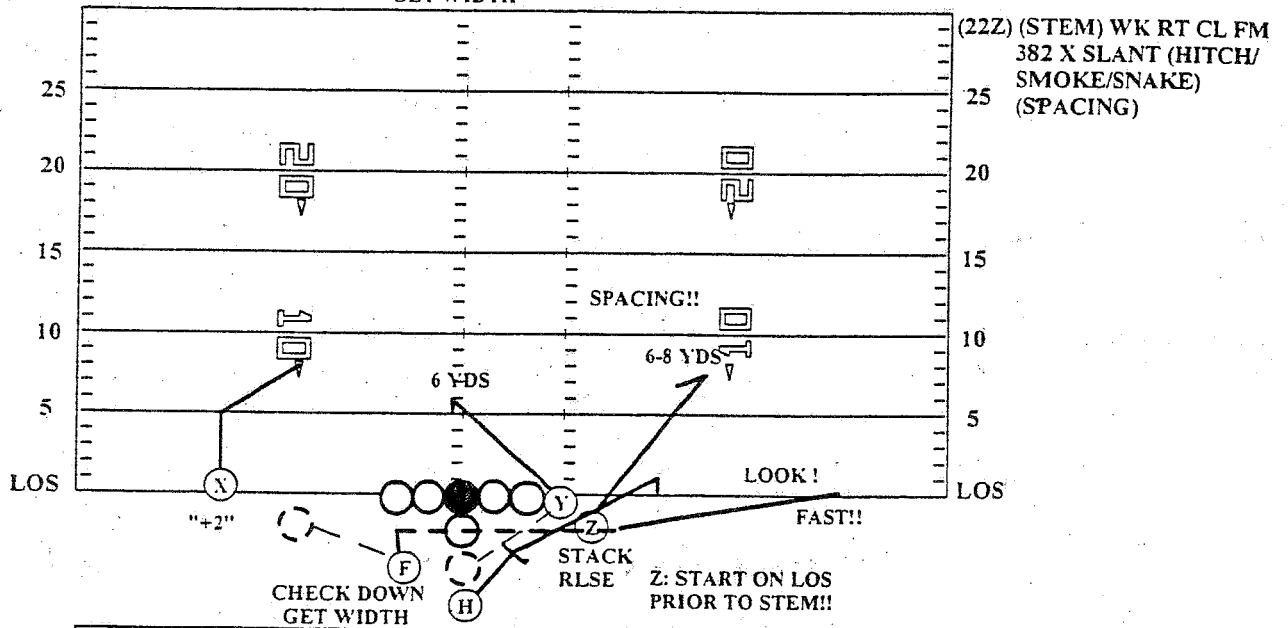
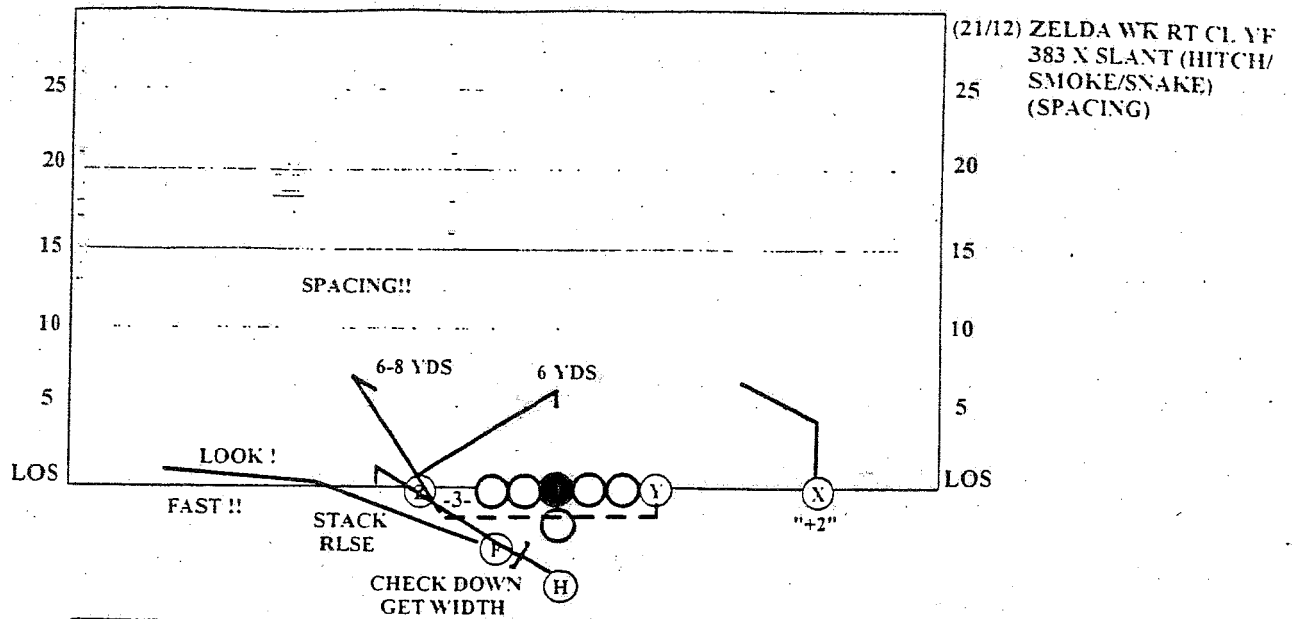
# BASE PASS



# BASE PASS

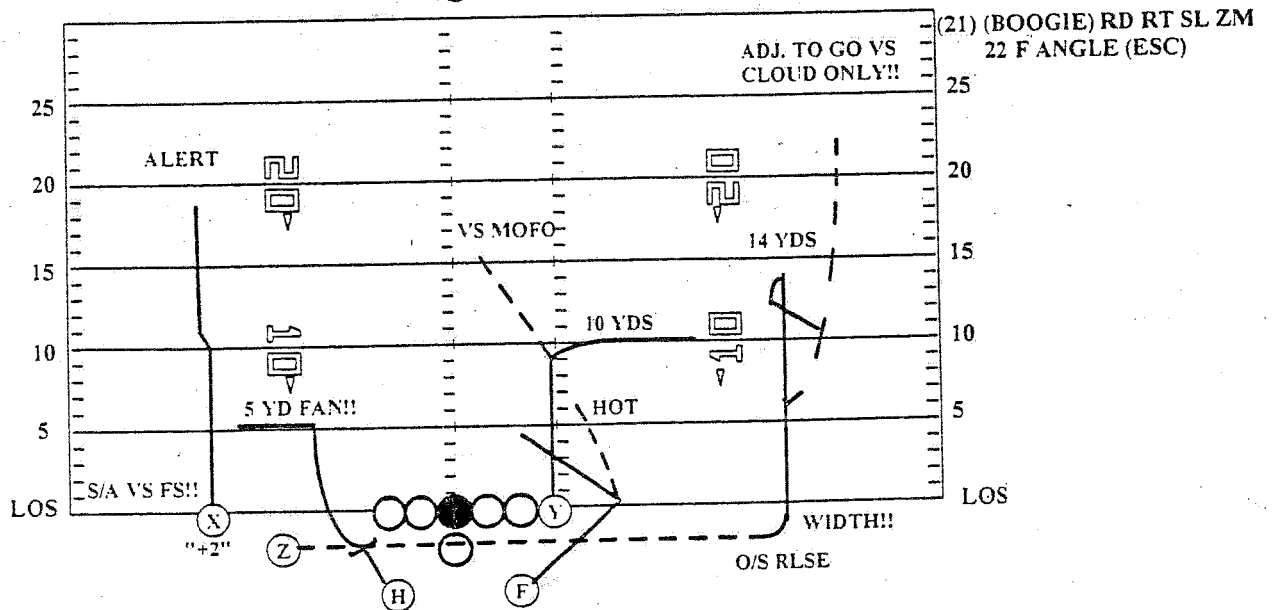
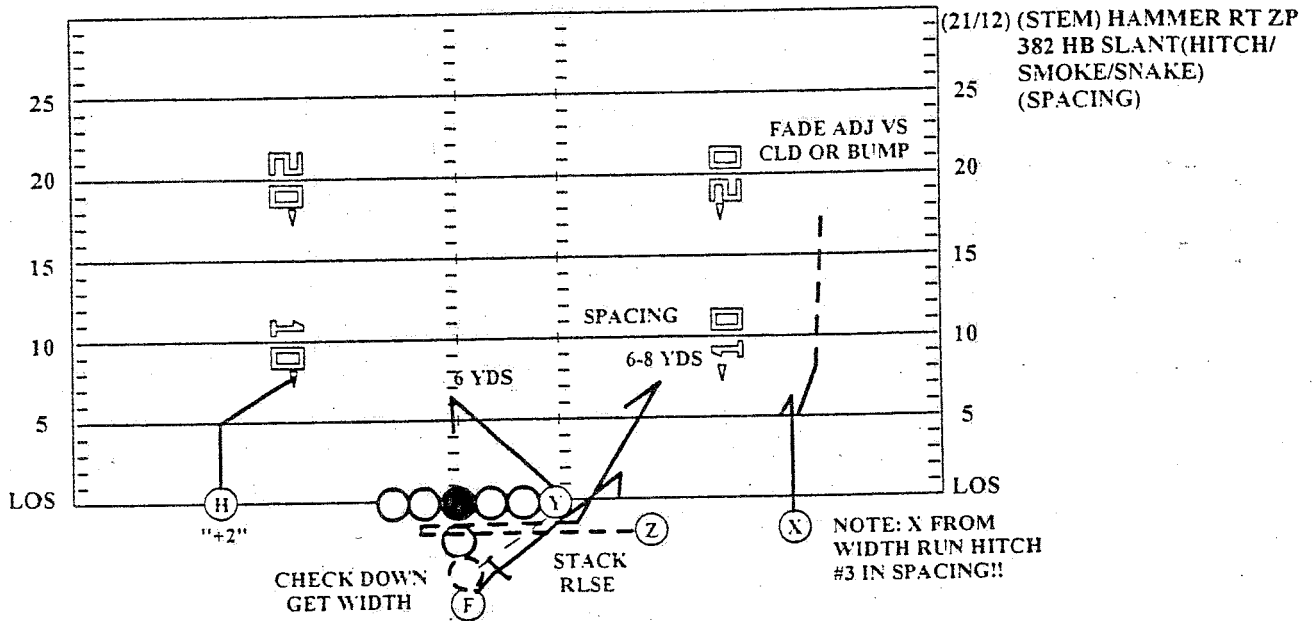
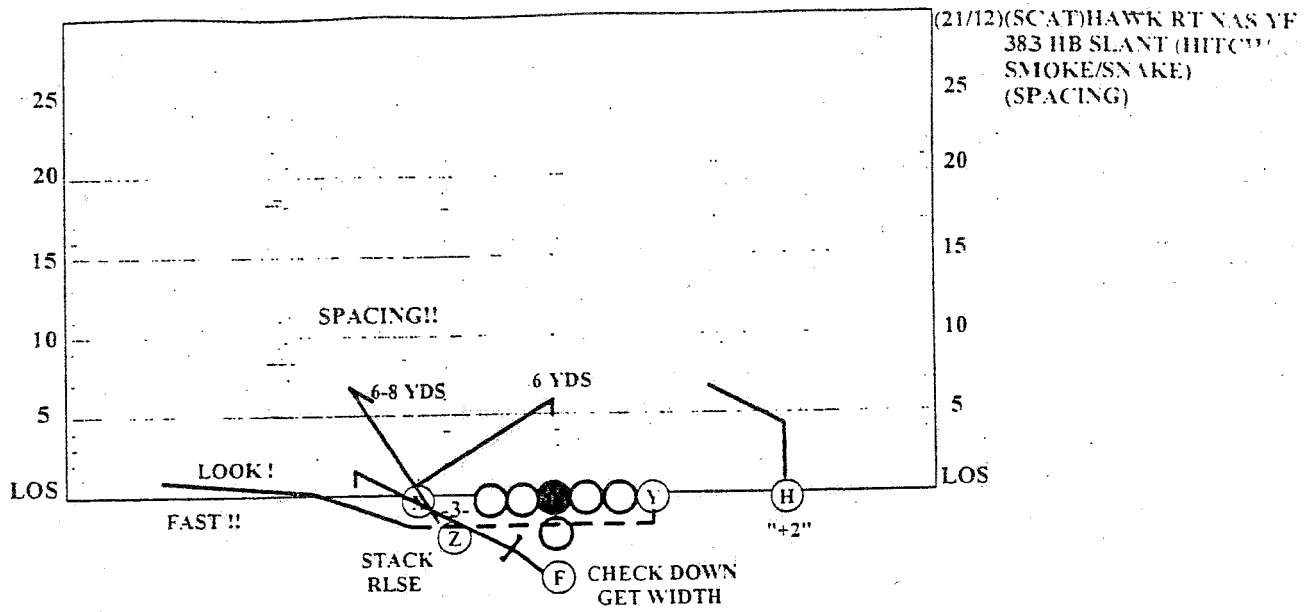


## BASE PASS

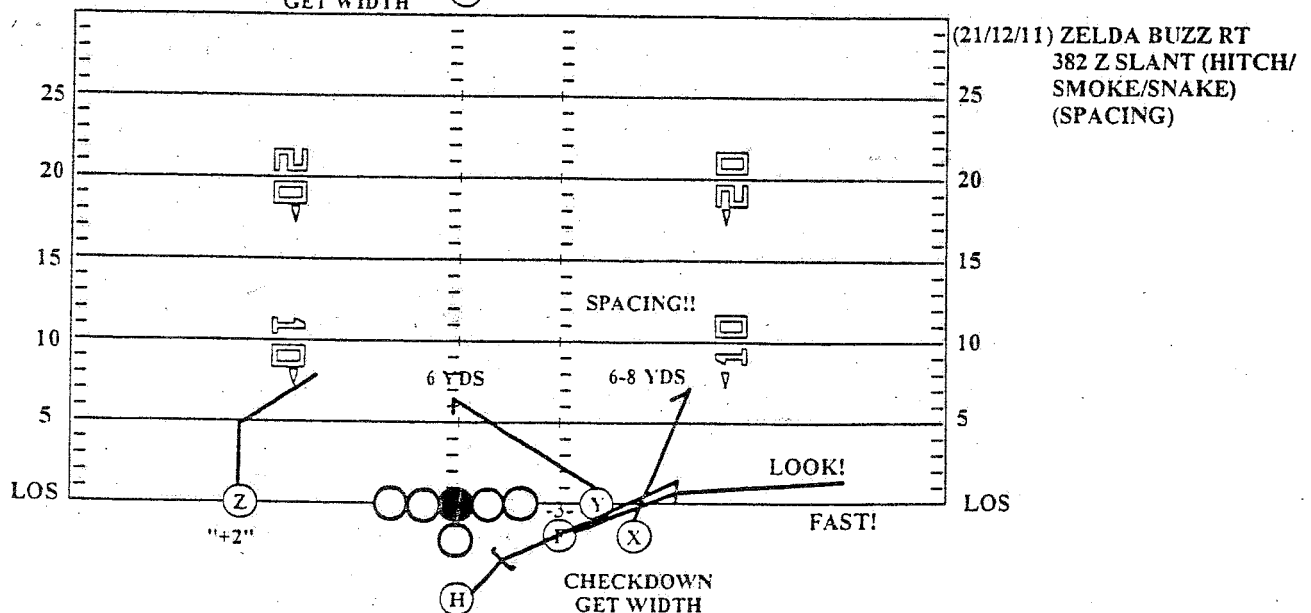
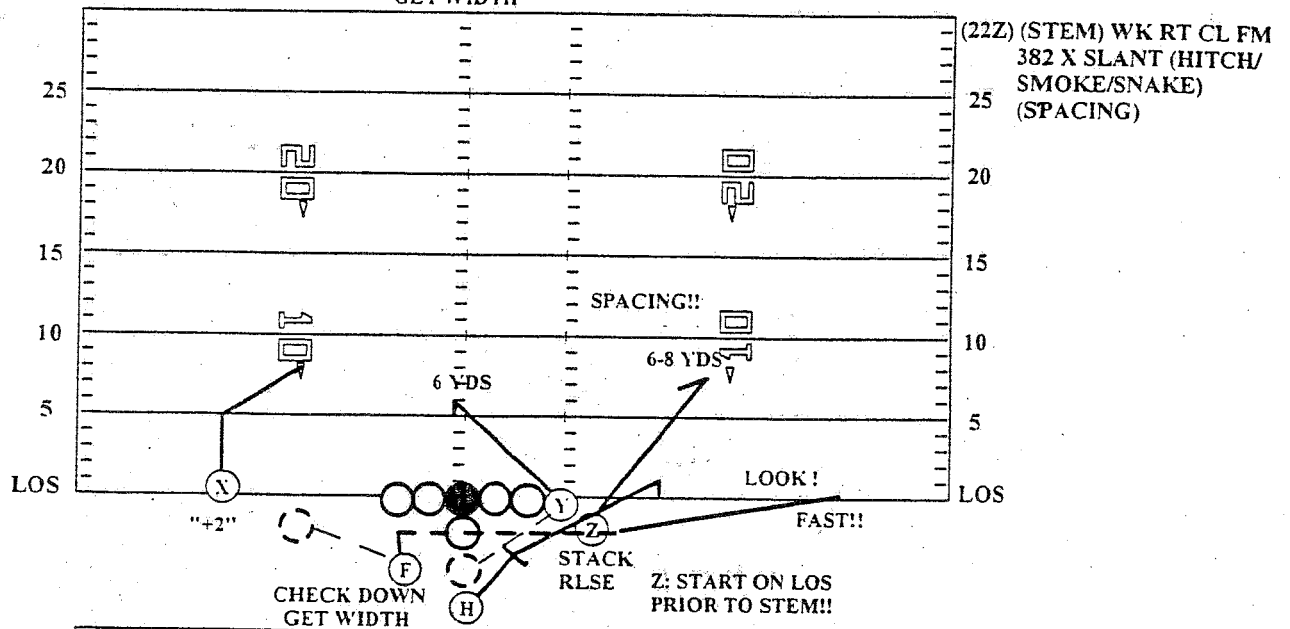
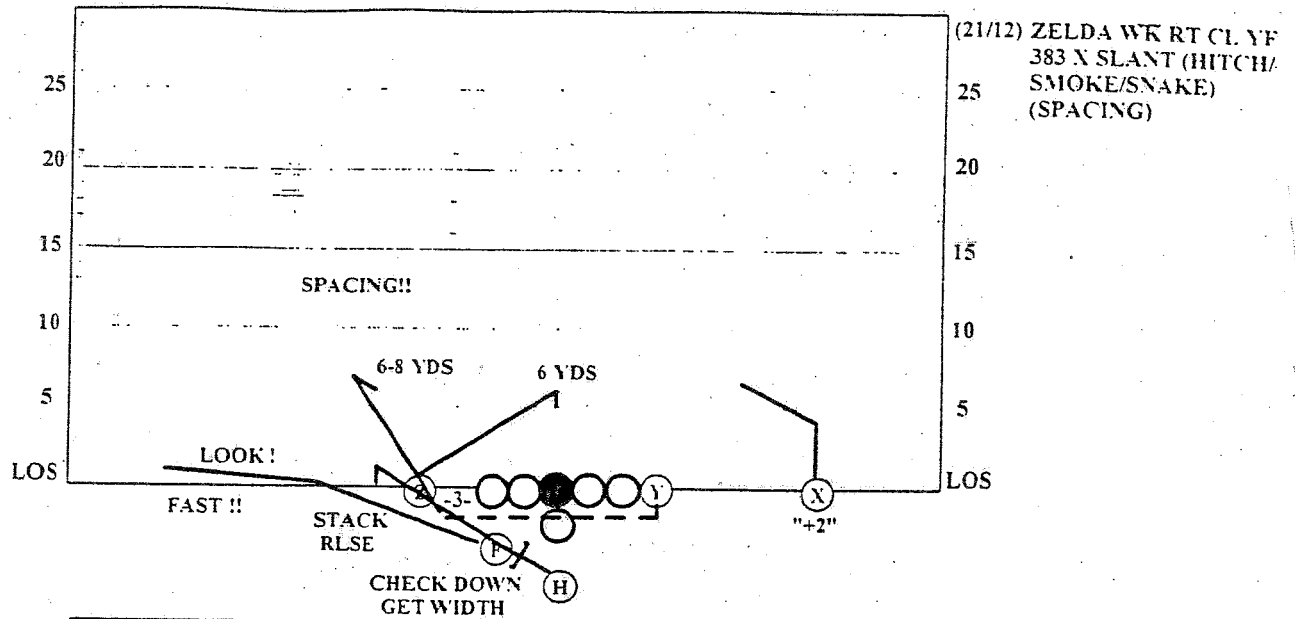




BASE PASS



# BASE PASS



## DAY #3 MON. JULY 24<sup>TH</sup> 2000

### BASE RUN:

36(37) G

(21/12) JUMP FUL, (21/12) BOG FOX SL ZM  
(11) LEAP ZOOM FLK

• "ALERT 37(36) G

(12) FAL SL

36(37) G BOOM

(21/12) JUMP FLD TARE ZF, (22Z) I CL FF

"ALERT" 36(37) G BOOM

(12) FAL RT

"CWM" 42(43) ACE MDM / 36(37) G BOOM

(21/12) JUMP FLD SL FP

TOSS 38(39) G "Z" QUAD X SMOKE

(21) BOG I SLOT ZM, (22Z) BOG STR SL ZM

## DAY#3 MON. JULY 24<sup>TH</sup> 2000

### BASE PASS:

382(383) X SLANT (HITCH/SMOKE/SNAKE)  
382(383) Z SLANT (HITCH/SMOKE/SNAKE)  
382(383) HB SLANT (HITCH/SMOKE/SNAKE)

22(23) F ANG (ESC)  
22(23) SCRAM H(F) ANG (ESC)  
22(23) SCRAM TEXAS  
22(23) SCRAM Z(Y) JERK  
26(27) SCRAM RENO

(21/12) ZEL WK RT CL YF (22Z)(STEM) WK CL FM  
(21/12/11) ZEL BUZ  
(21/12) (SCAT)HAWK NASTY YF.  
(21/12) (STEM) HAM ZP

(21) (BOG) RD SL ZM. (12) STEM FOX FM  
(21/12) (STEM) FIX.(BOG)STR RT SL HM.(11)FUL YD  
(21/12) STEM FIX. (11) FUL YD  
(21/12/11) (EXP) FAR YOZ. (20) CHANGE TARE FF  
(21/12) (STEM) FIX. (12) FAL HM. (11) (BOG) FUL

### PLAY ACTION:

PASS H-DR 2 DBL CUT  
K-4(5) Y SAIL  
PFB 2 Z POST

(21) (STEM) I RT. (12) (JUMP) I RT  
(12) FAL RT "ALERT", (21/12) EXP I YF (K-5)  
(21) LEAP WK RT FM. (12) JUMP FOX RT FM

### ACTION:

NAKED 39 BUSTER

(21/12) (BOG) I LT SL ZP TITE

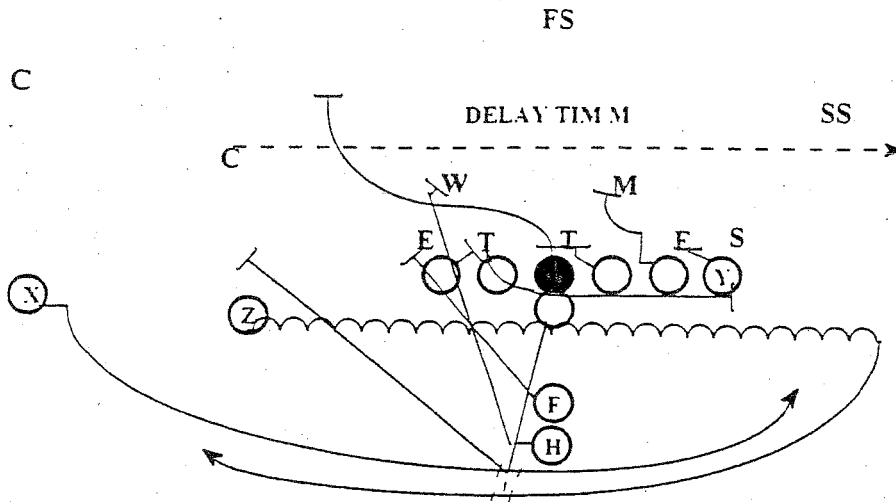
### SPECIALS:

TOSS 38 CRACK HB PASS

(21/12) CLUSTER LT

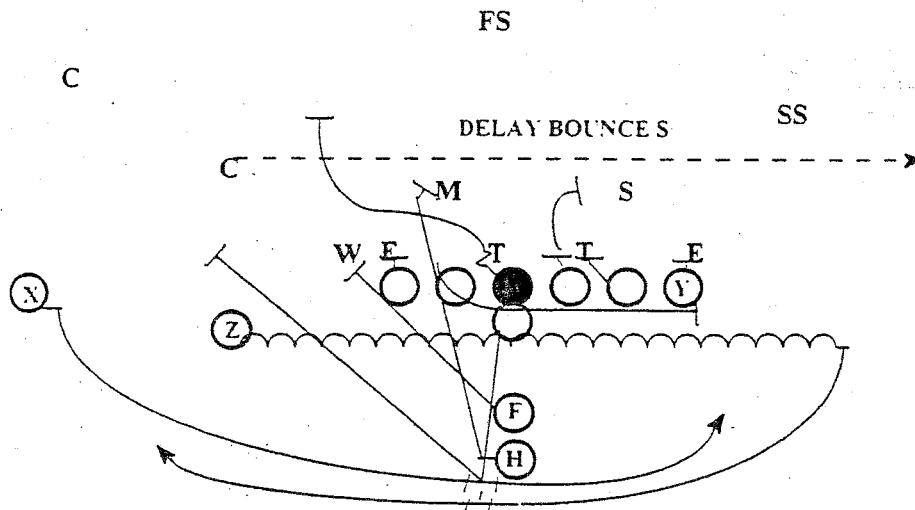
FK 35 BOB DBL REV LT

(21/12) SCATTER I RT SLOT ZM



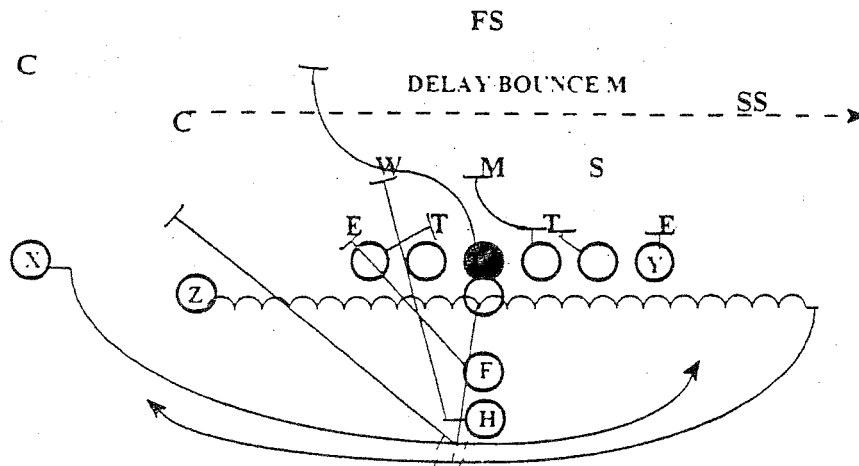
UNWINK

(21/12) SCATTER I RT SLOT ZM



OVSINK

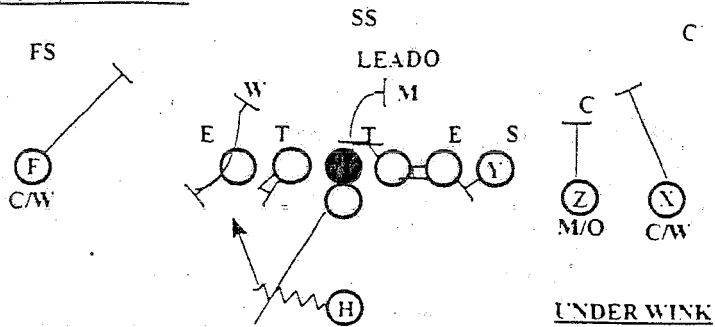
(21/12) SCATTER I RT SLOT ZM



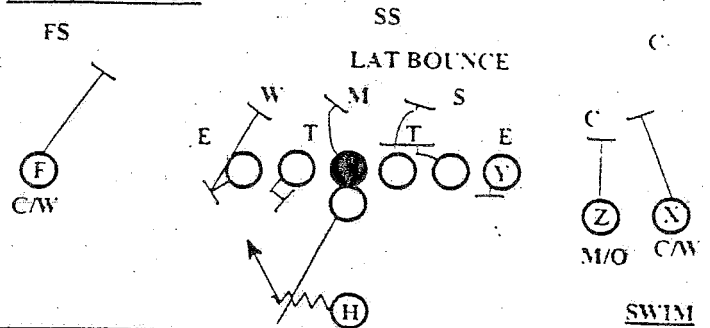
SWIM

# 45 (44) STEELER

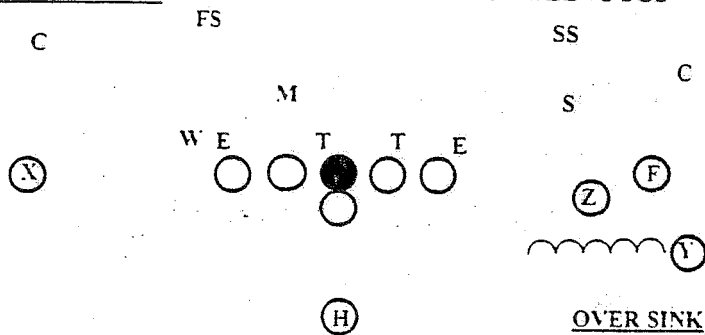
(21/12) FLOAT RT



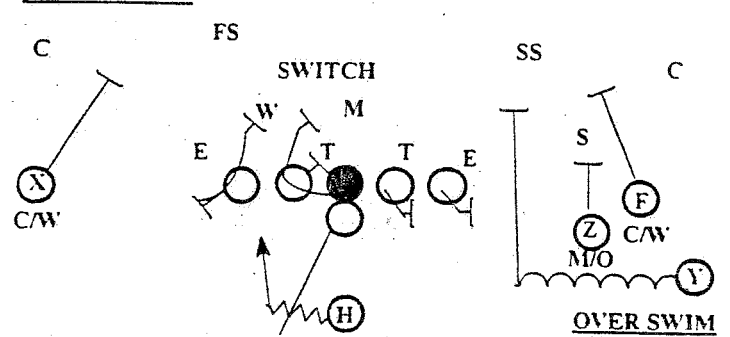
(21/12) FLOAT RT



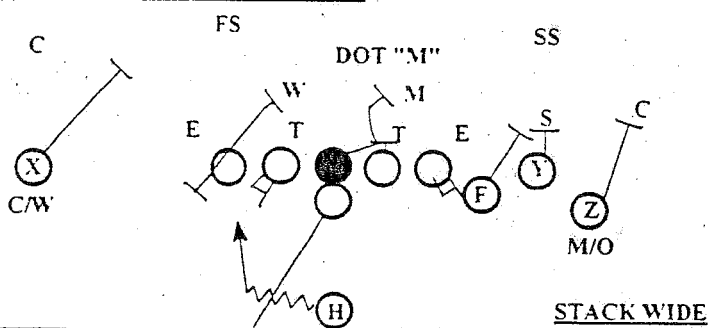
(11) FLK RT YD



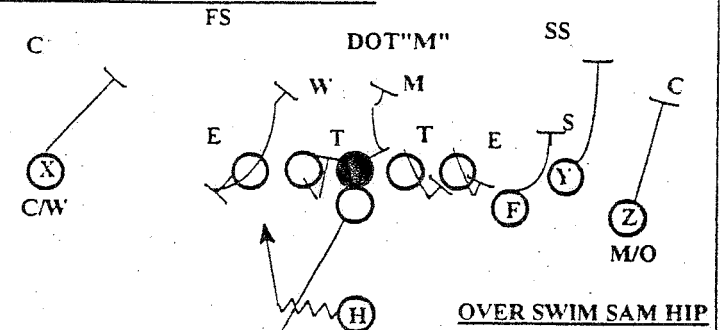
(11) FLK RT YD



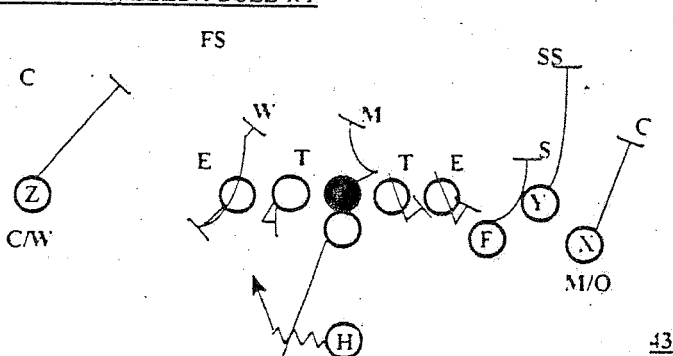
(21/12/11/10) EXPLODE BUNCH RT



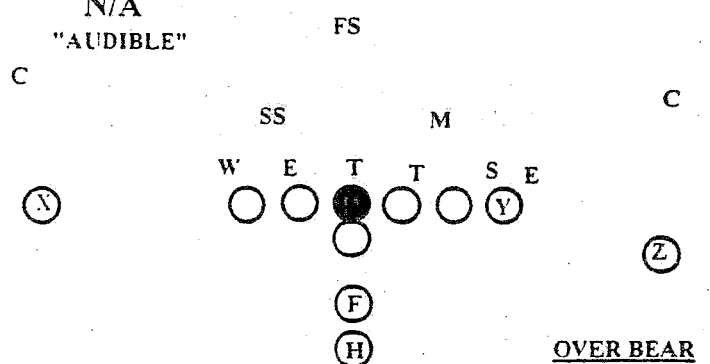
(21/12/11/10) EXPLODE BUNCH RT



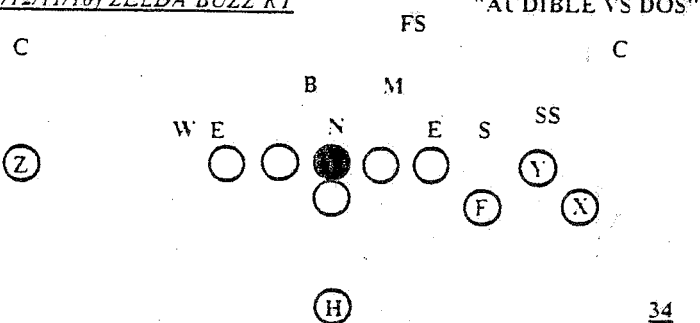
(21/12/11/10) ZELDA BUZZ RT



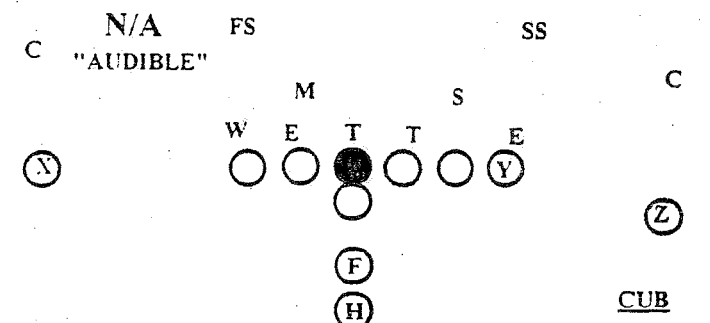
N/A  
"AUDIBLE"



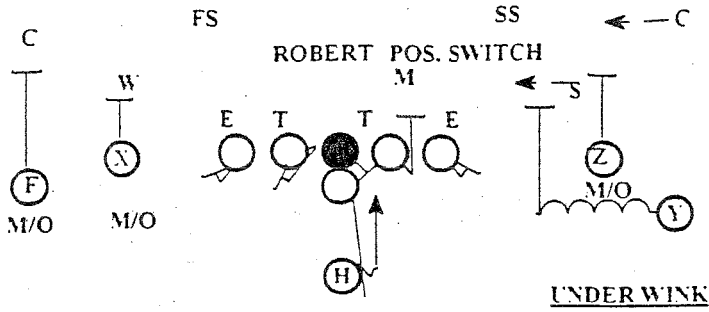
(21/12/11/10) ZELDA BUZZ RT



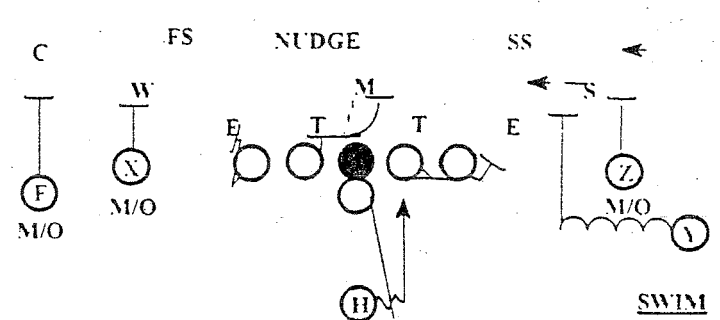
N/A  
"AUDIBLE"



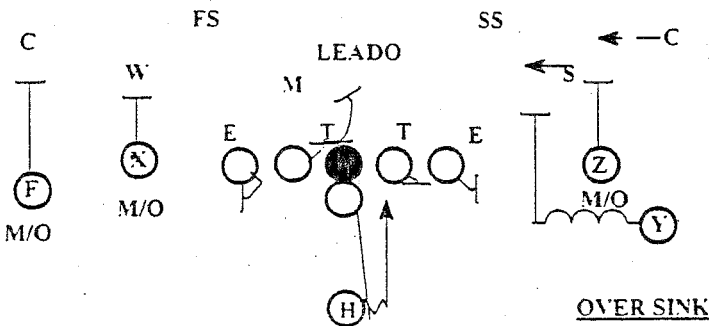
(21/12/11) EXPLODE FAR RT YOZ YD



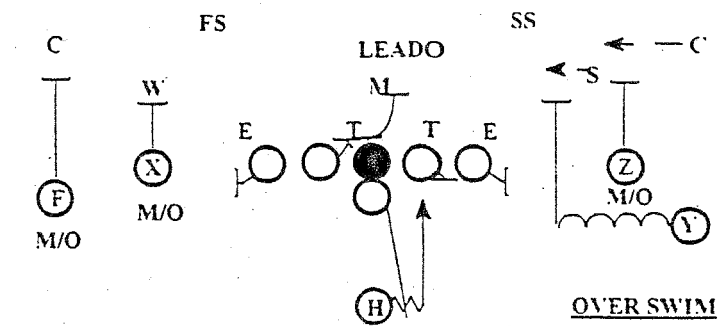
(21/12/11) EXPLODE FAR RT YOZ YD



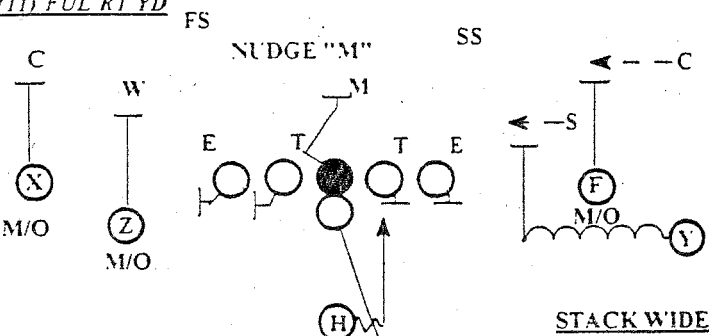
(21/12/11) EXPLODE FAR RT YOZ YD



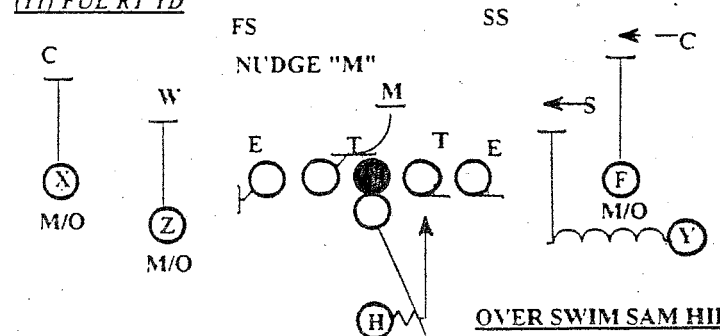
(21/12/11) EXPLODE FAR RT YOZ YD



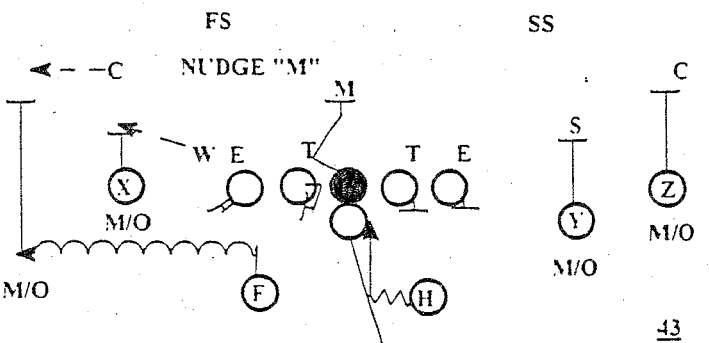
(11) FUL RT YD



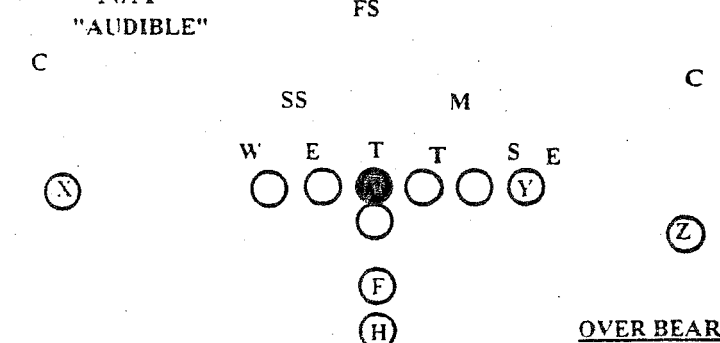
(11) FUL RT YD



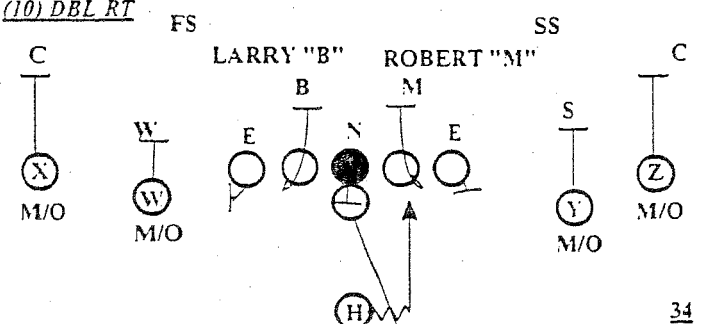
(20) CHANGE RT TARE FF



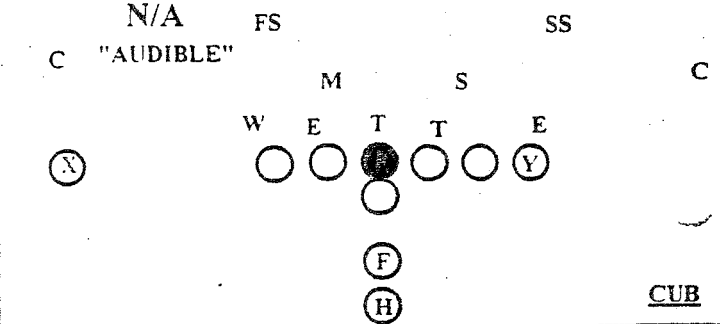
N/A  
"AUDIBLE"



(10) DBL RT



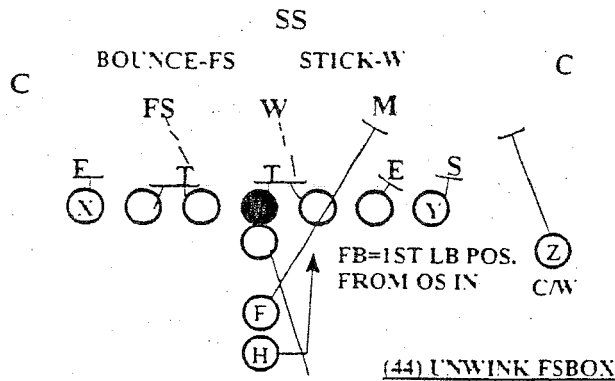
N/A  
"AUDIBLE"



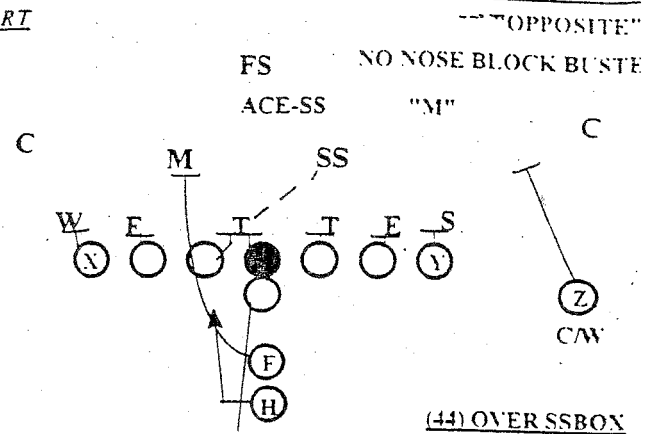
# "ALERT" 42 SPECIAL MDM

(TO THE NOSE)

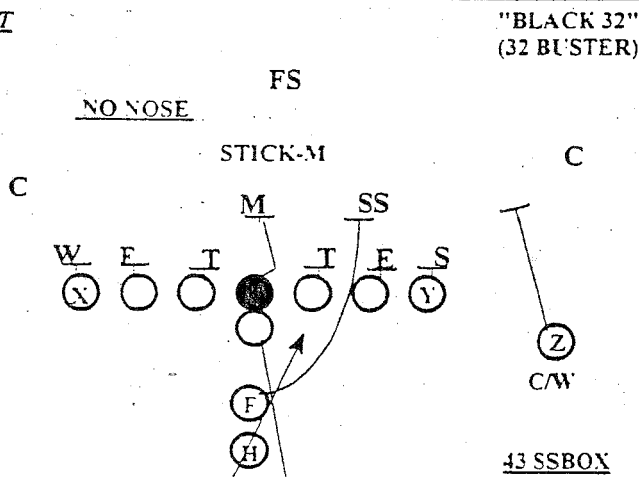
(22) I RT



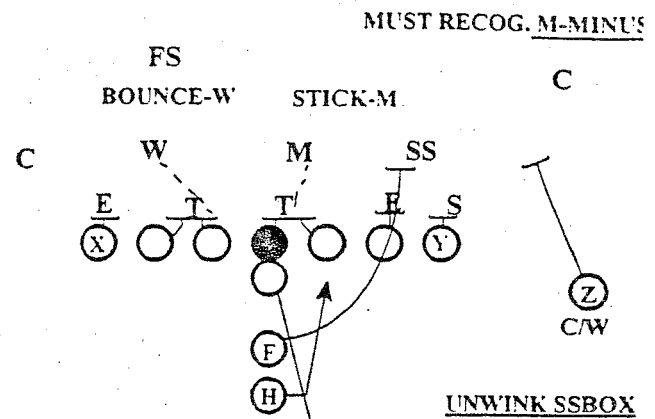
(22) I RT



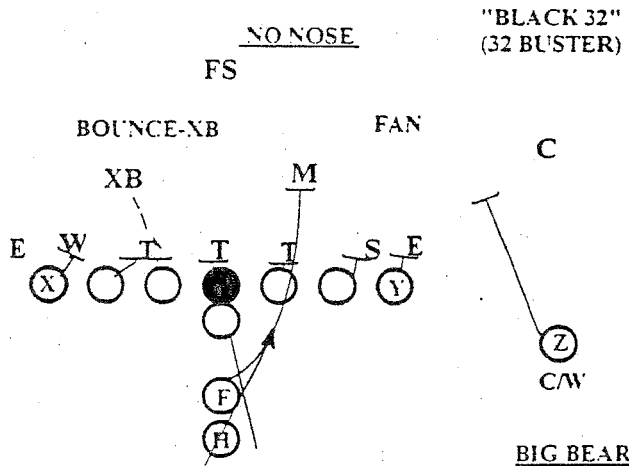
(22) I RT



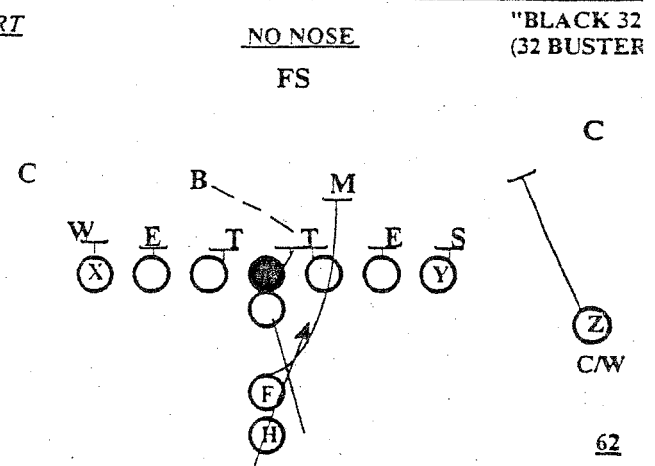
(22) I RT



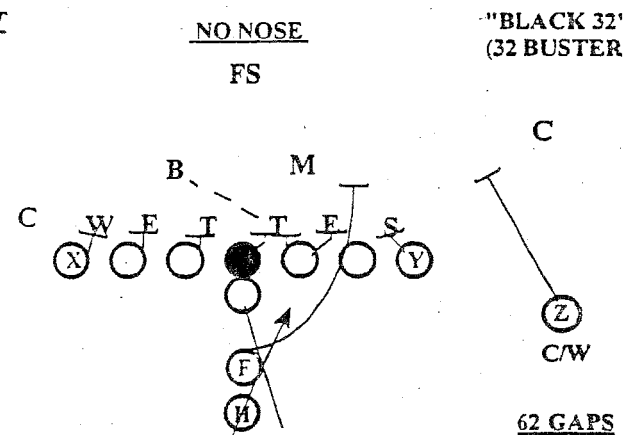
(22) I RT



(22) I RT



(22) I RT





# "ALERT" 42 ACE SWIM

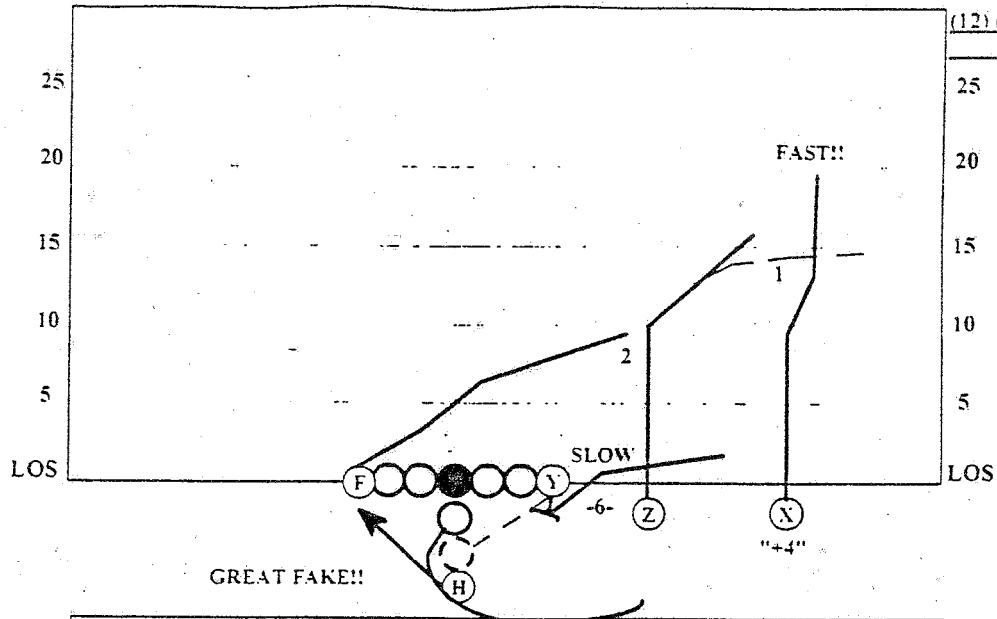
<p>(21) 1 RT</p> <p>FS SS</p> <p>DUCE "M" RALPH SORT</p> <p>UNDER WINK</p>	<p>(21) 1 RT</p> <p>FS SS</p> <p>DOT W DUCE M</p> <p>SWIM</p>
<p>(21) 1 RT</p> <p>FS SS</p> <p>LESTER "W" SORT DUCE M</p> <p>OVER SINK</p>	<p>(21) 1 RT</p> <p>FS SS</p> <p>DOT W DUCE M</p> <p>OVER SWIM</p>
<p>(12) FALCON RT</p> <p>FS SS</p> <p>7 TECH FB=SAM</p> <p>DOT "W" DUCE "M"</p> <p>STACK WIDE</p>	<p>(12) FALCON RT</p> <p>FS SS</p> <p>SORT "W" DUCE "M"</p> <p>OVER SWIM SAM HIP</p>
<p>(12) FALCON RT</p> <p>FS SS</p> <p>NO SWIM VS DOS</p> <p>DOT "W" DOS-FB=M</p> <p>43</p>	<p>N/A</p> <p>FS</p> <p>SS M</p> <p>OVER BEAR</p>
<p>(12) FALCON RT</p> <p>FS SS</p> <p>LESTER SORT "W" ACE "B"</p> <p>PICK A SIDE</p>	<p>(21) 1 RT</p> <p>FS SS</p> <p>ACE "M"</p> <p>CUB</p>



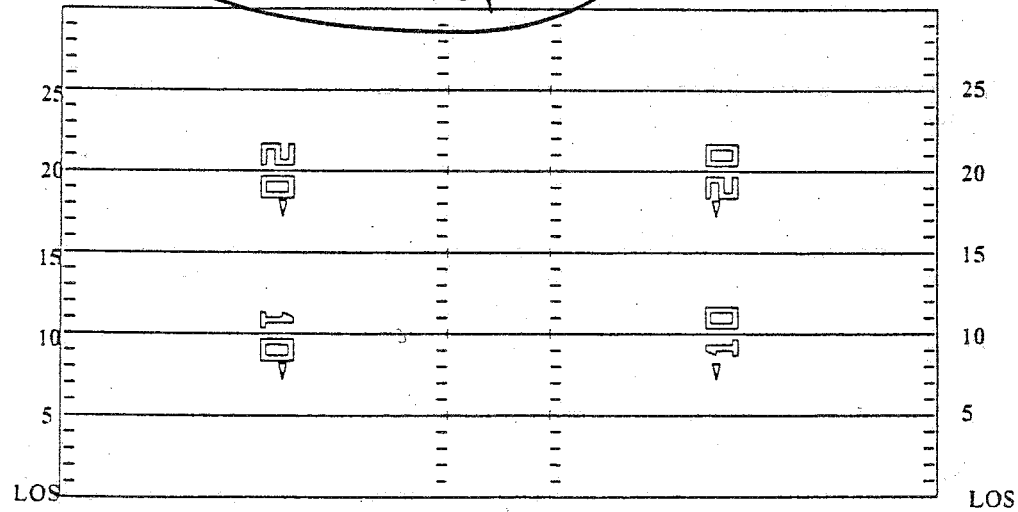
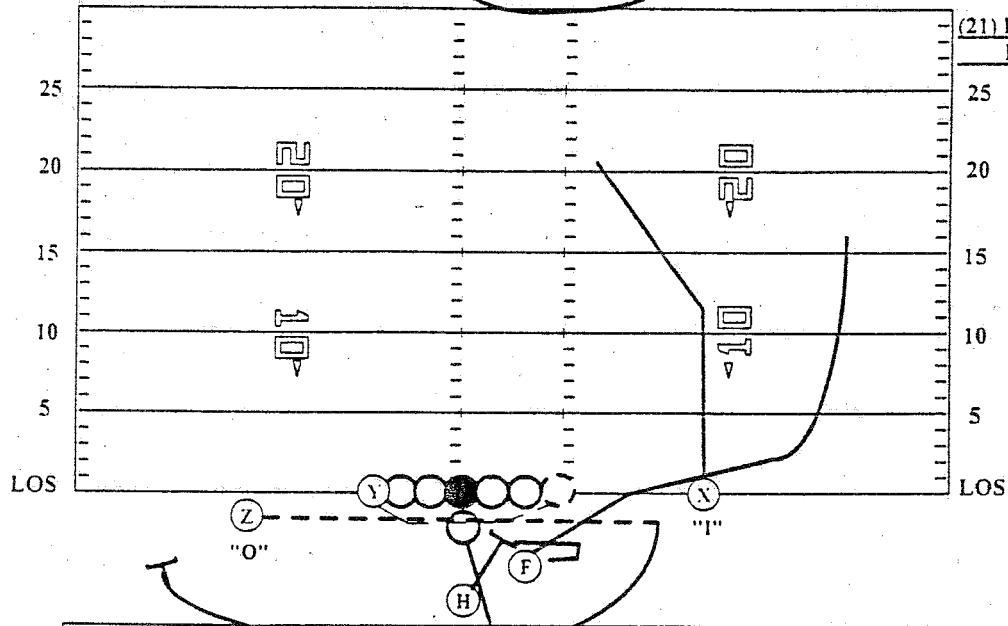
# "ALERT" 42 (43) ACE MDM

<p>(12) FAL RT</p> <p>UNDER WINK</p>	<p>(12) FAL RT</p> <p>"OPPOSITE"</p> <p>SWIM</p>
<p>(12) FAL RT</p> <p>"OPPOSITE"</p> <p>OVER SINK</p>	<p>(12) FAL RT</p> <p>"OPPOSITE"</p> <p>OVER SWIM</p>
<p>(22) I RT</p> <p>"GO TO MIKE VS STACK"</p> <p>STACK WIDE</p>	<p>(21) I RT</p> <p>"OPPOSITE"</p> <p>OVER SWIM SAM HIP</p>
<p>(22) I RT</p> <p>"OPPOSITE"</p> <p>43</p>	<p>N/A</p> <p>"AUDIBLE"</p> <p>OVER BEAR</p>
<p>(21) I RT</p> <p>34</p>	<p>(21) I RT</p> <p>CUB</p>

# ACTION

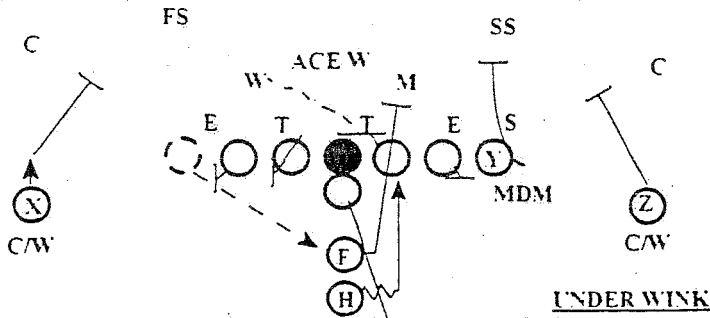


# SCREEN

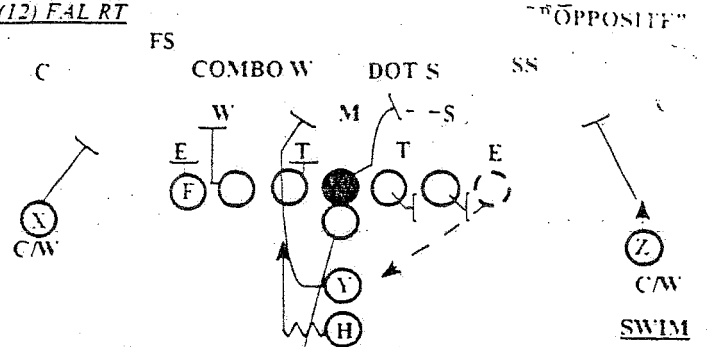


# "ALERT" 42 (43) ACE MDM

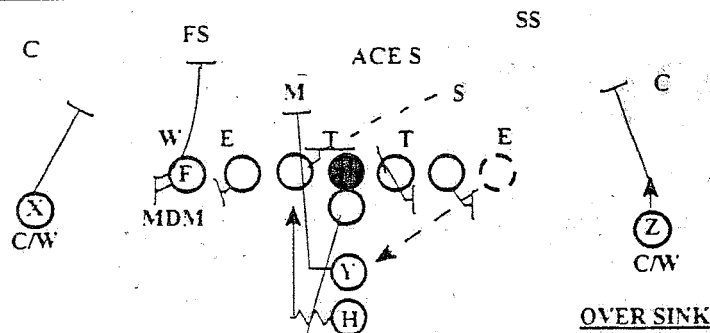
(12) FAL RT



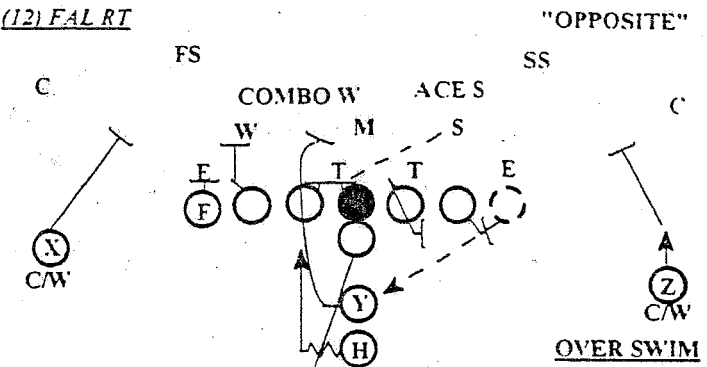
(12) FAL RT



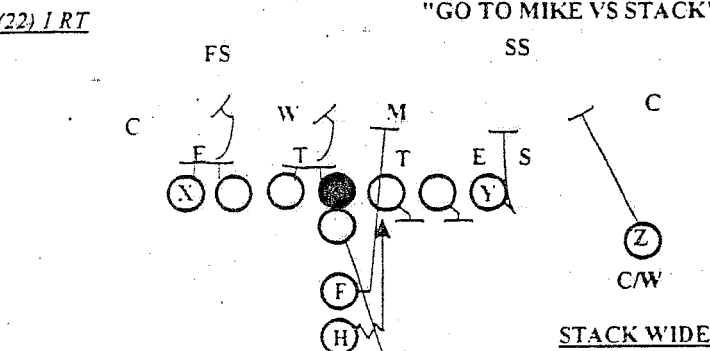
(12) FAL RT



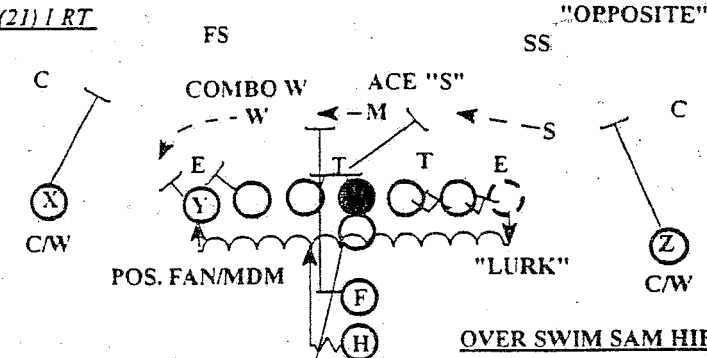
(12) FAL RT



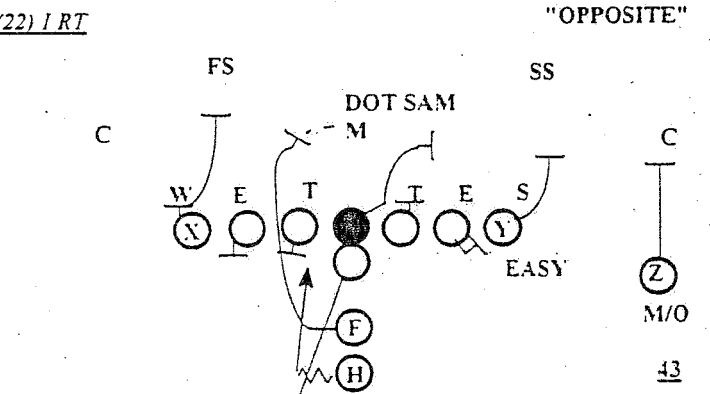
(22) I RT



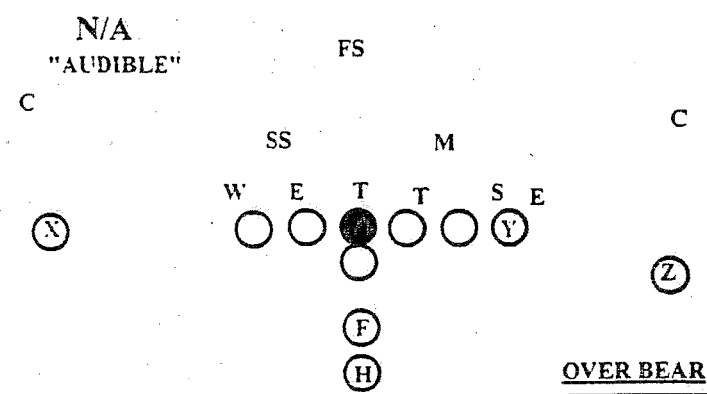
(21) I RT



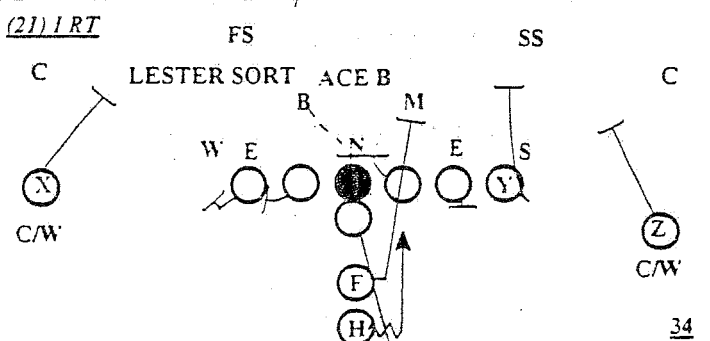
(22) I RT



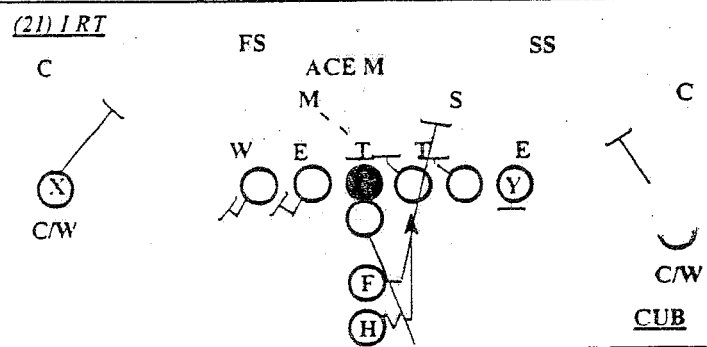
N/A  
"AUDIBLE"



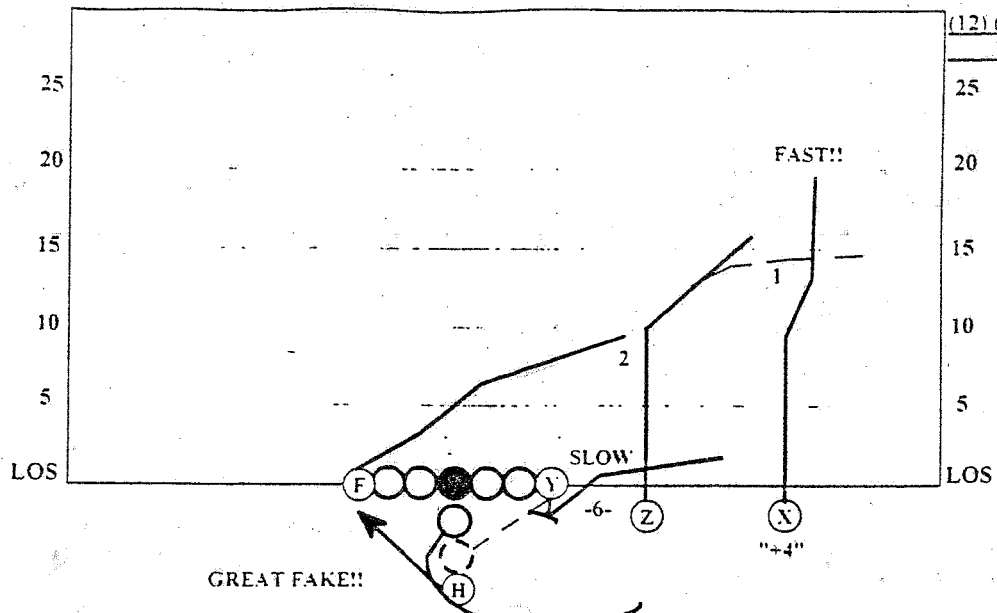
(21) I RT



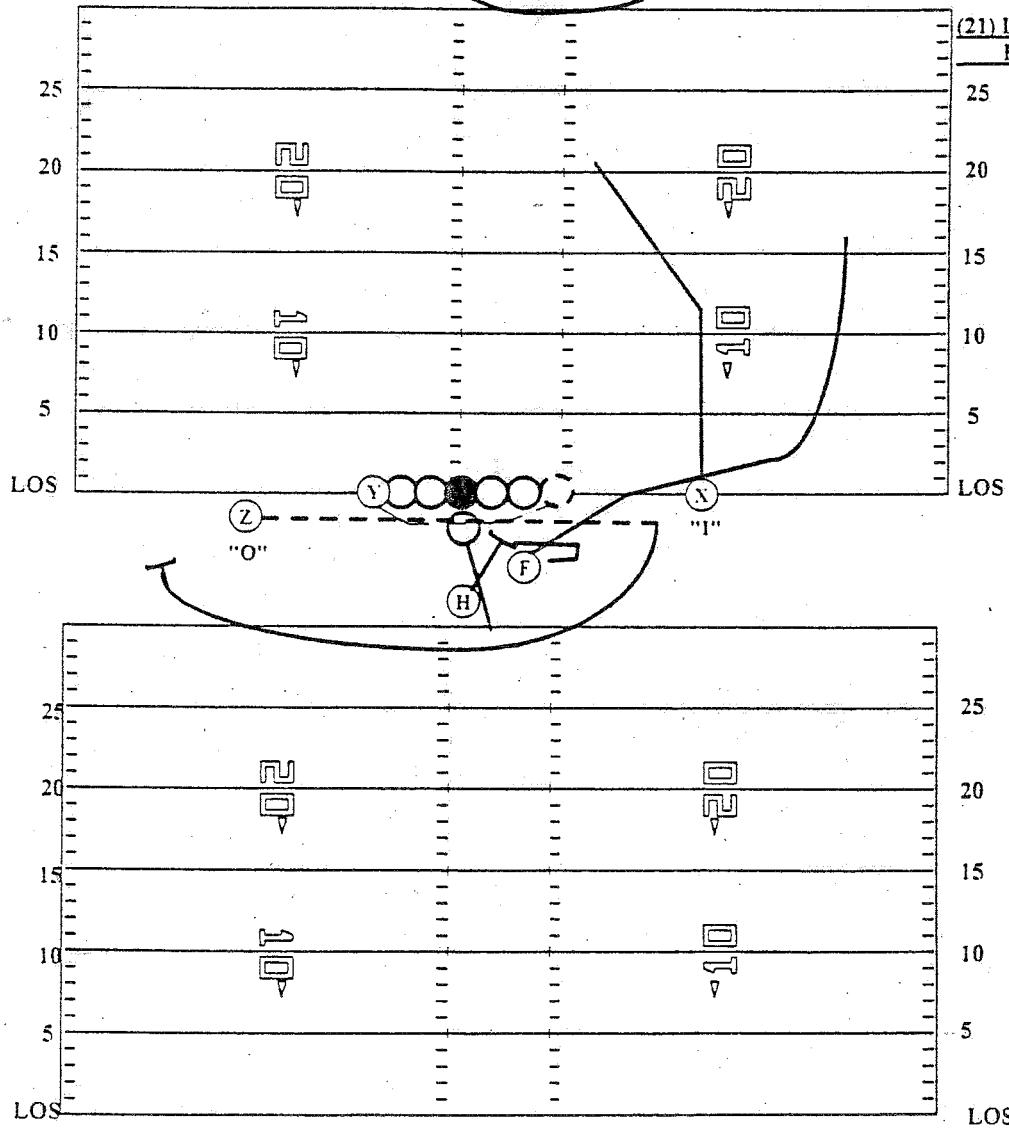
(21) I RT



# ACTION



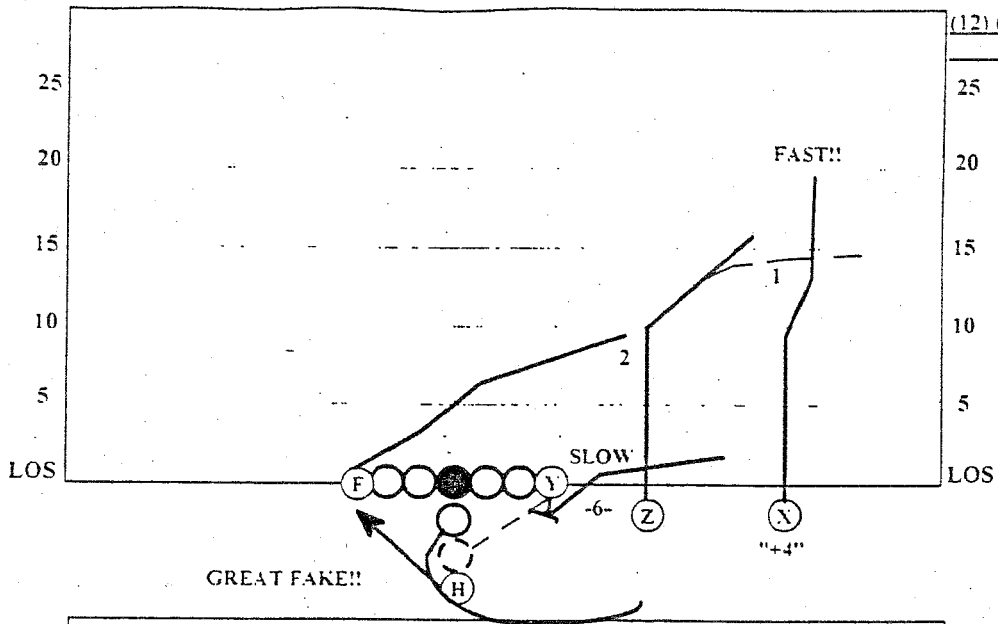
# SCREEN



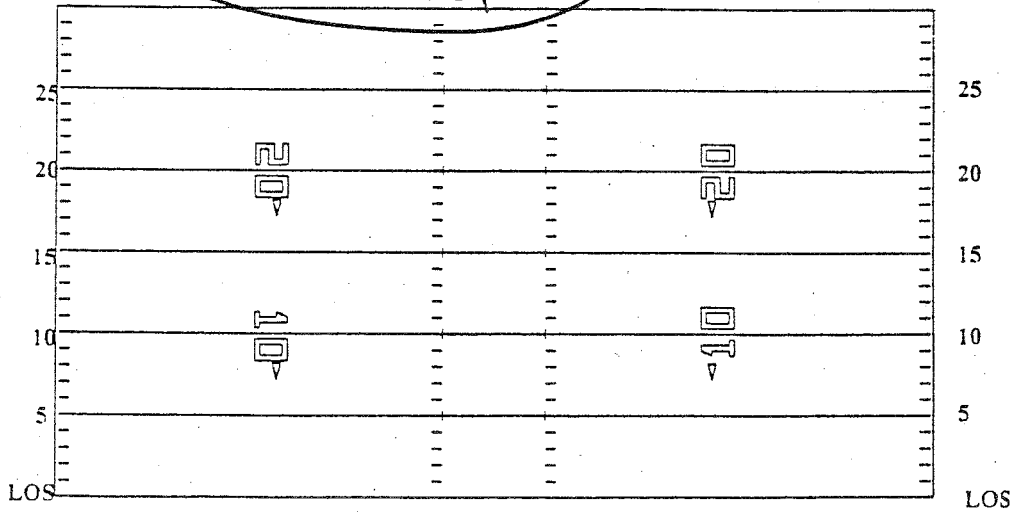
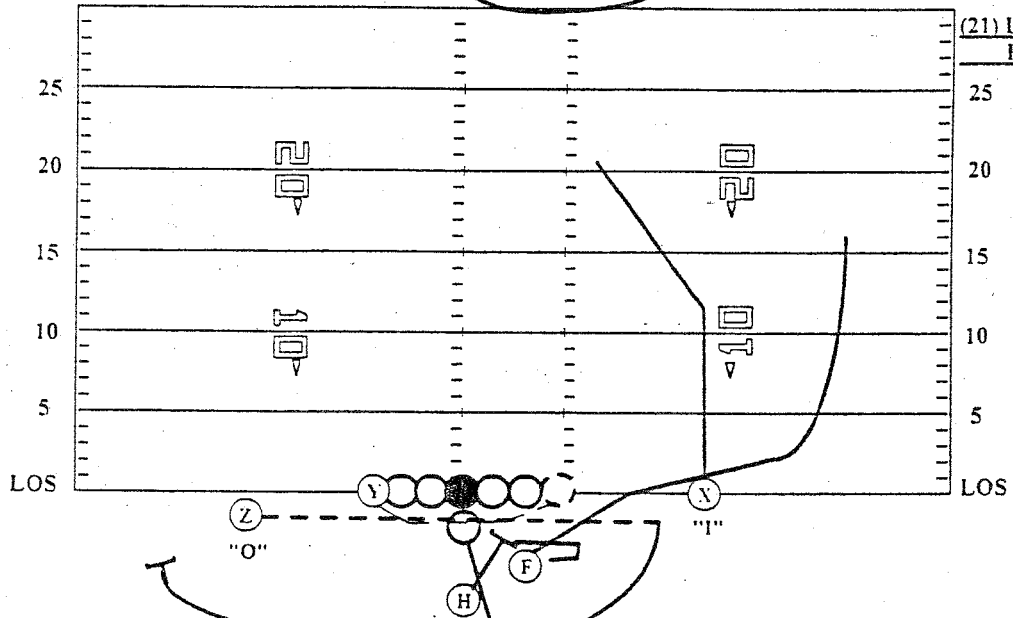
# "ALERT" 42 (43) ACE MDM

<p>(12) FAL RT</p> <p>UNDER WINK</p>	<p>(12) FAL RT</p> <p>"OPPOSITE"</p> <p>SWIM</p>
<p>(12) FAL RT</p> <p>"OPPOSITE"</p> <p>OVER SINK</p>	<p>(12) FAL RT</p> <p>"OPPOSITE"</p> <p>OVER SWIM</p>
<p>(22) I RT</p> <p>"GO TO MIKE VS STACK"</p> <p>STACK WIDE</p>	<p>(21) I RT</p> <p>"OPPOSITE"</p> <p>OVER SWIM SAM HIP</p>
<p>(22) I RT</p> <p>"OPPOSITE"</p> <p>43</p>	<p>N/A</p> <p>"AUDIBLE"</p> <p>OVER BEAR</p>
<p>(21) I RT</p> <p>LESTER SORT ACE B</p> <p>34</p>	<p>(21) I RT</p> <p>ACE M</p> <p>CUB</p>

# ACTION



# SCREEN

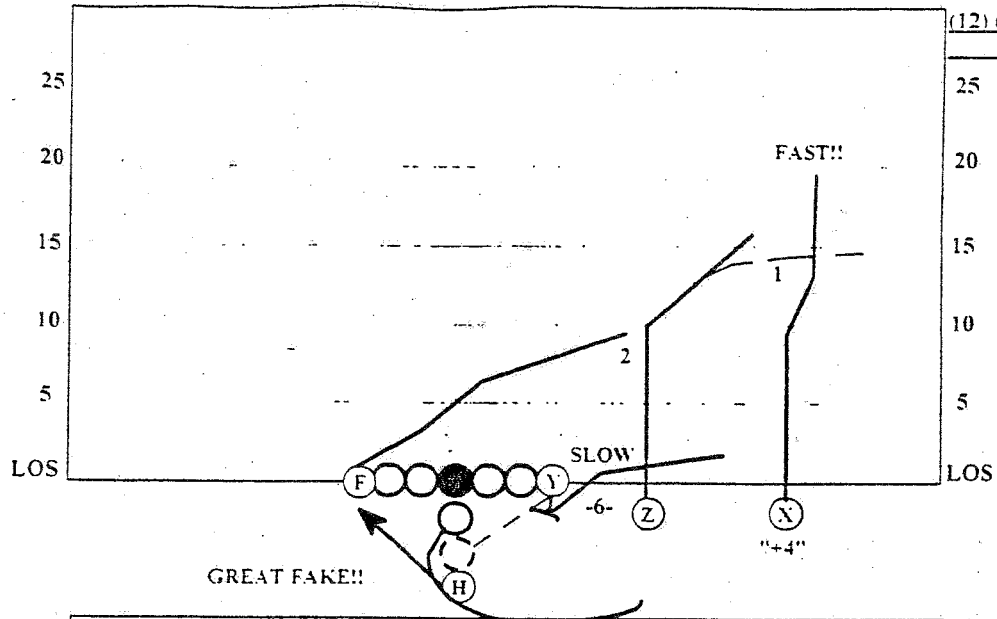




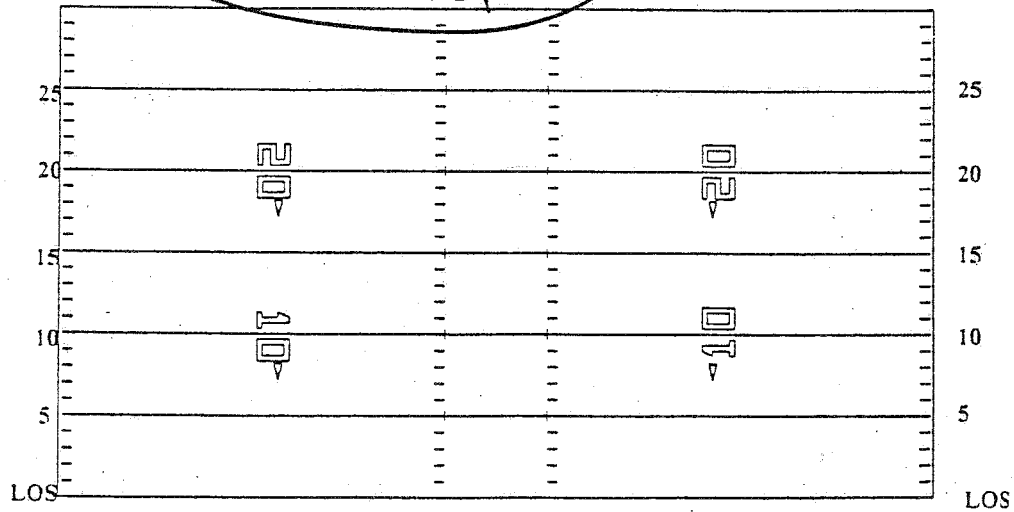
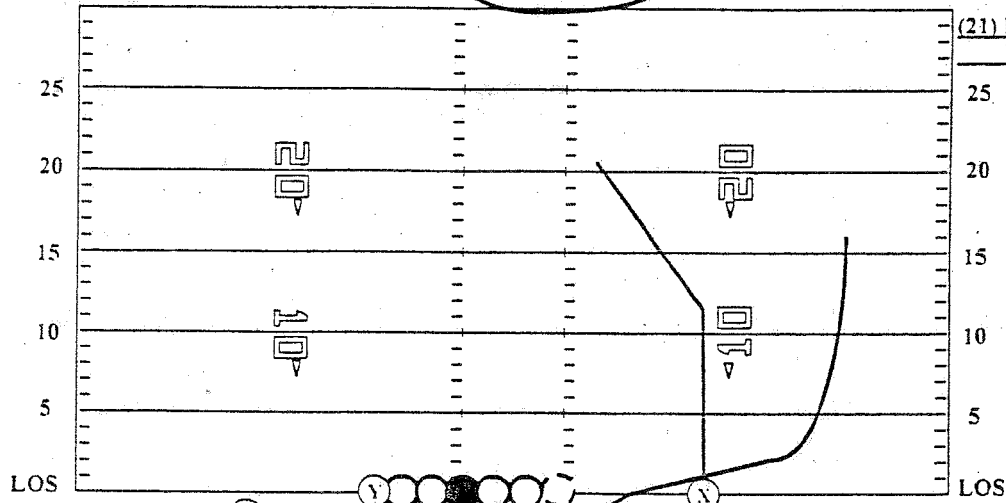
# "ALERT" 42 (43) ACE MDM

<p>(12) FAL RT</p> <p>UNDER WINK</p>	<p>(12) FAL RT</p> <p>SWIM</p>
<p>(12) FAL RT</p> <p>OVER SINK</p>	<p>(12) FAL RT</p> <p>OVER SWIM</p>
<p>(22) I RT</p> <p>STACK WIDE</p>	<p>(21) I RT</p> <p>OVER SWIM SAM HIP</p>
<p>(22) I RT</p> <p>43</p>	<p>N/A</p> <p>"AUDIBLE"</p> <p>OVER BEAR</p>
<p>(21) I RT</p> <p>34</p>	<p>(21) I RT</p> <p>CUB</p>

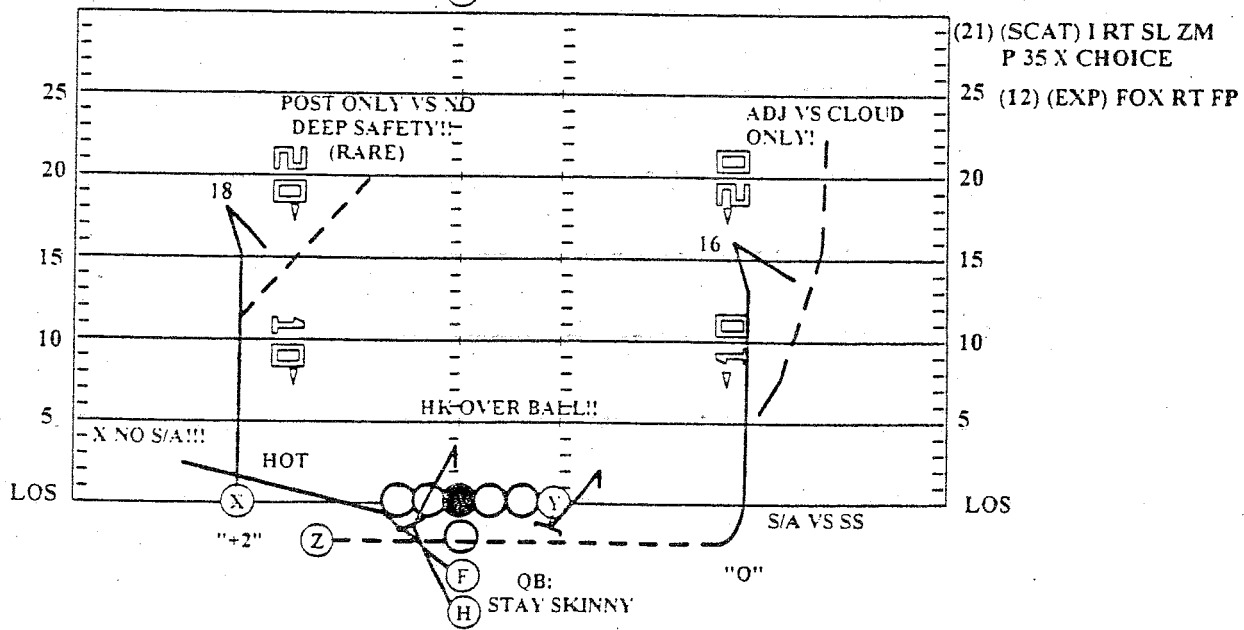
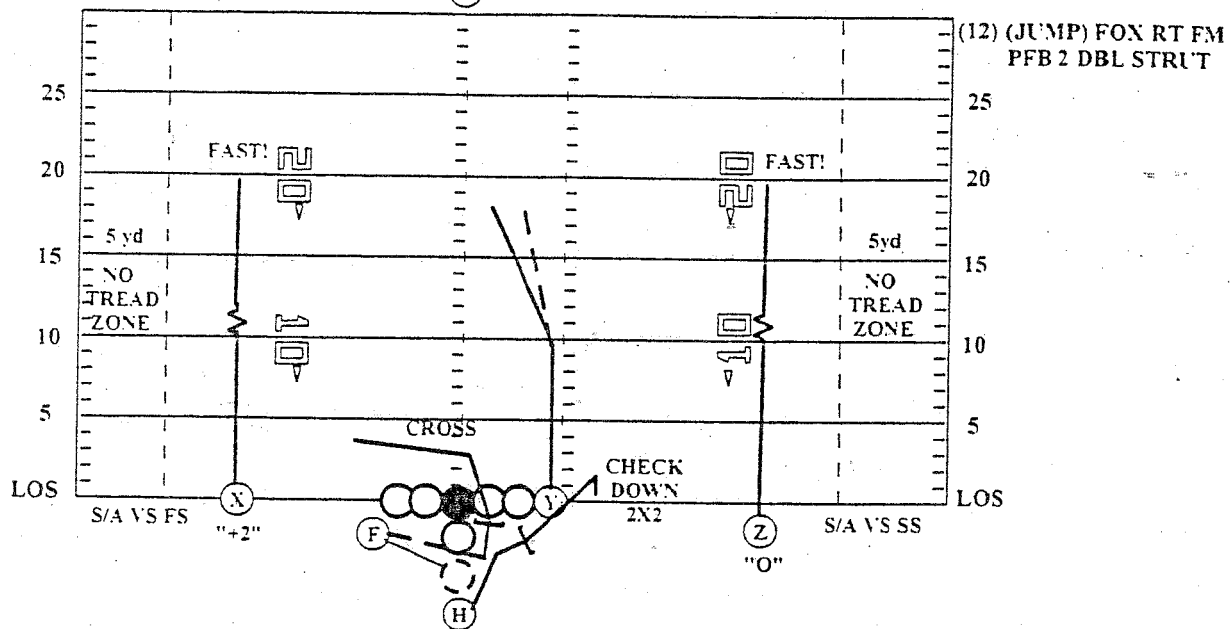
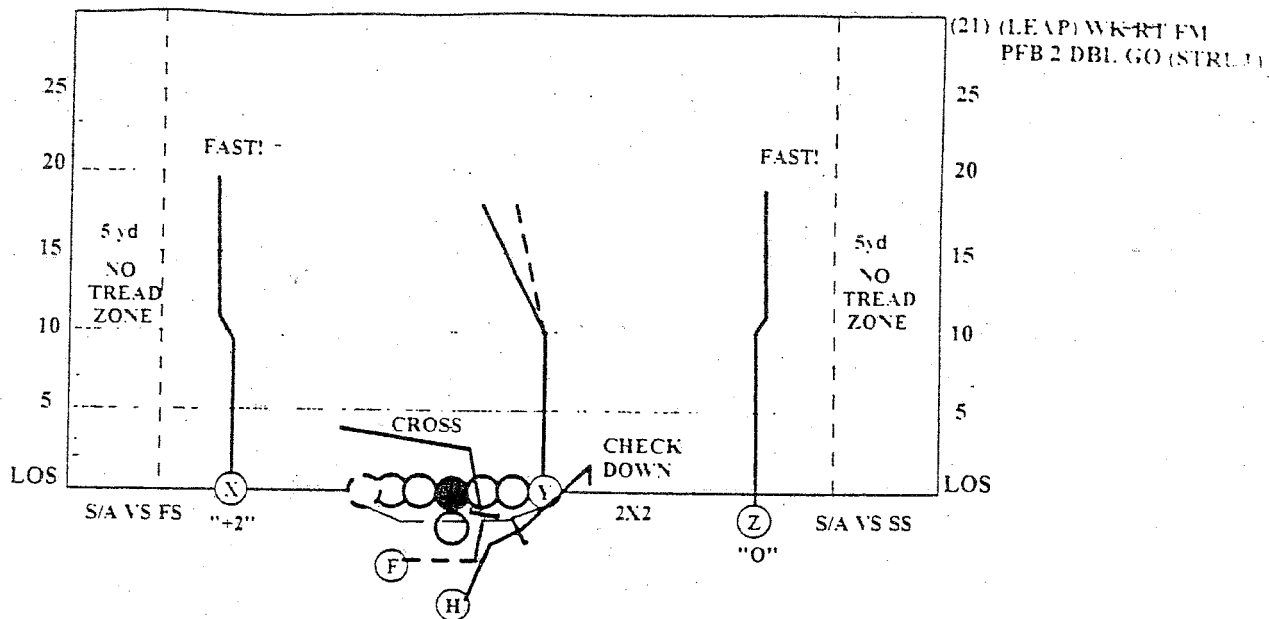
# ACTION



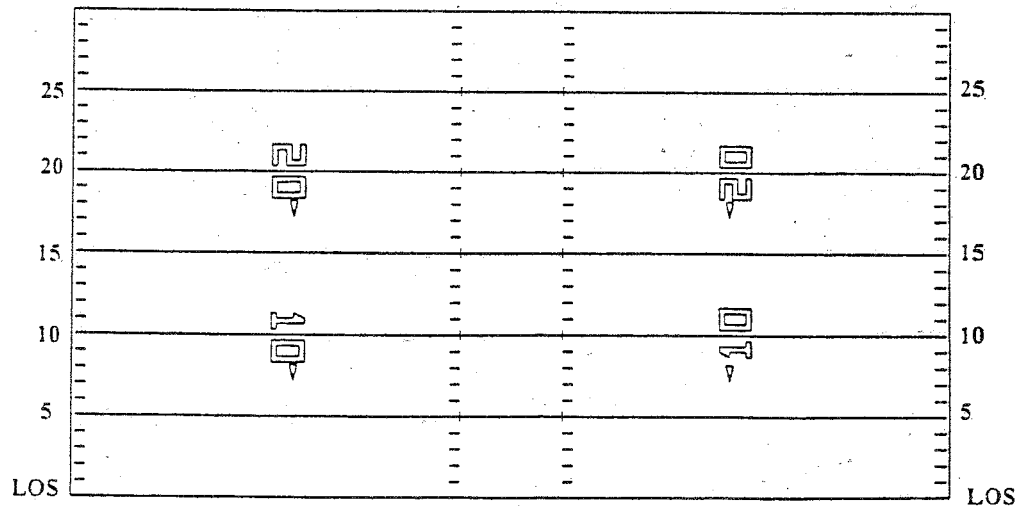
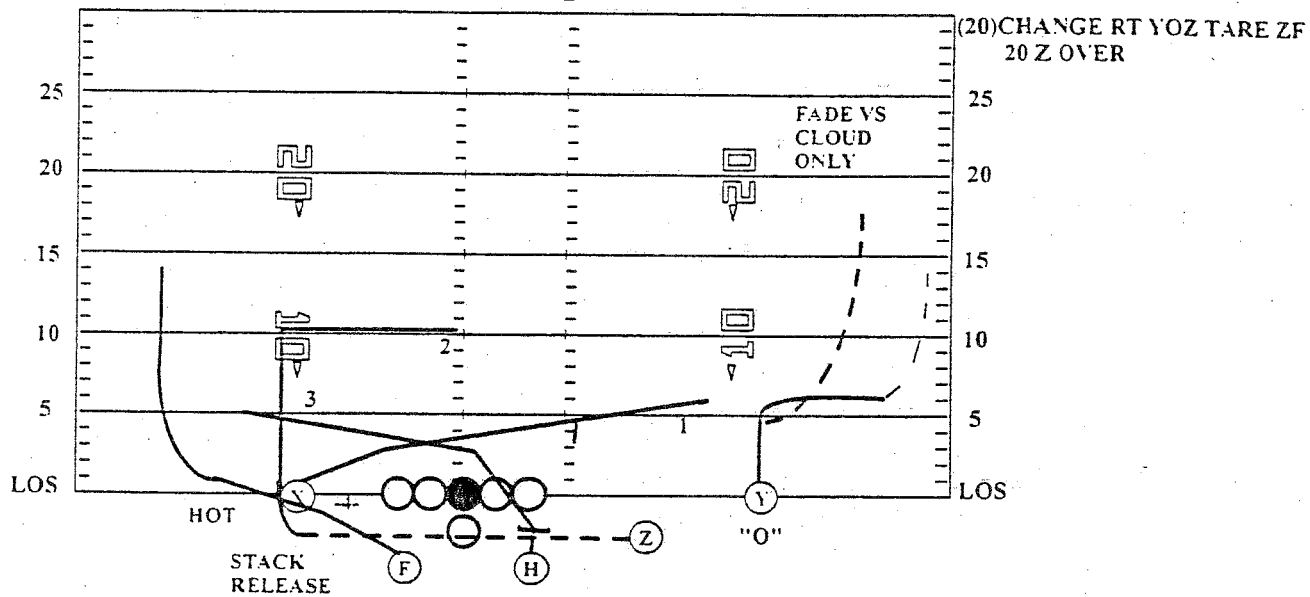
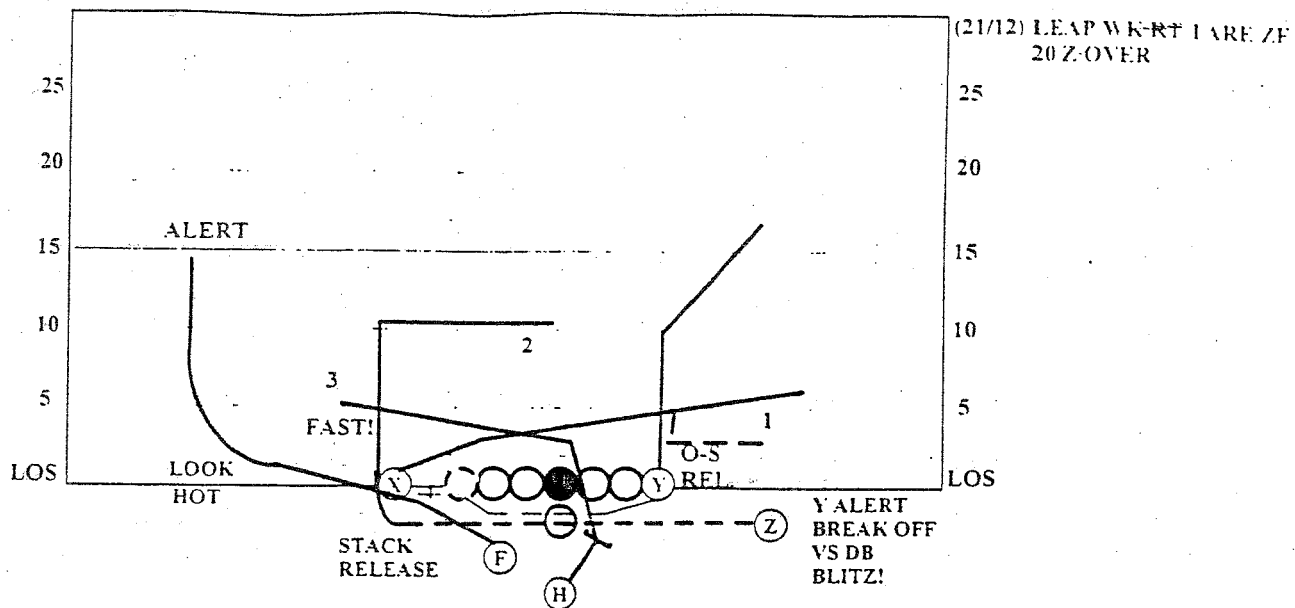
# SCREEN



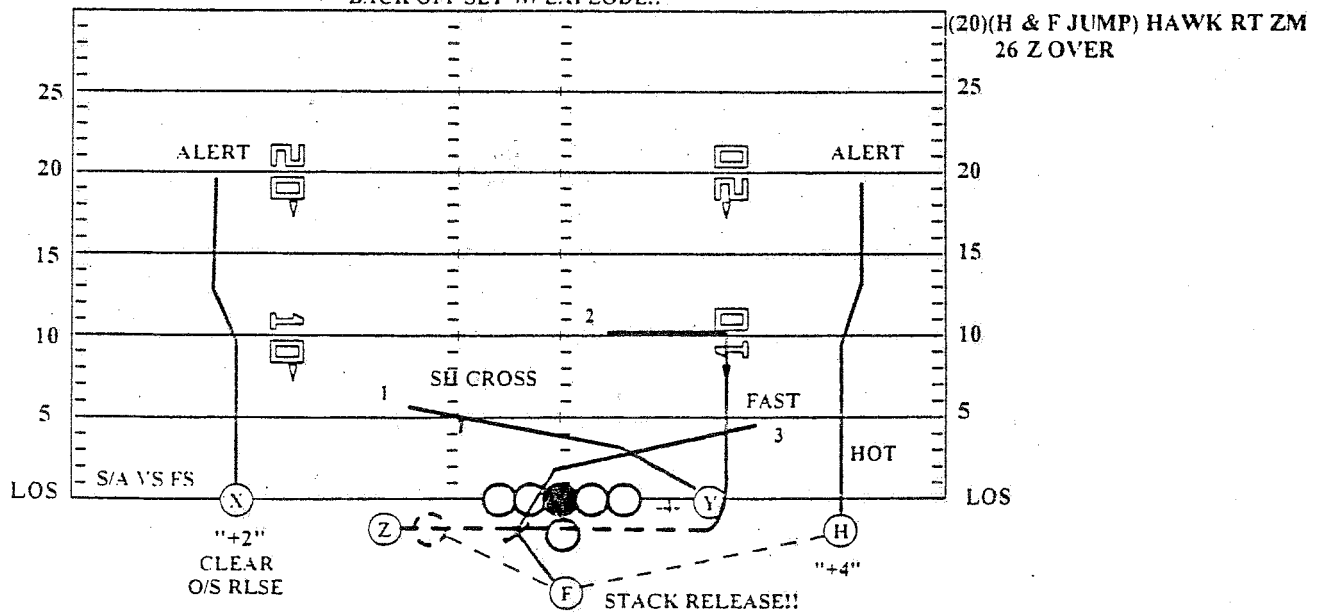
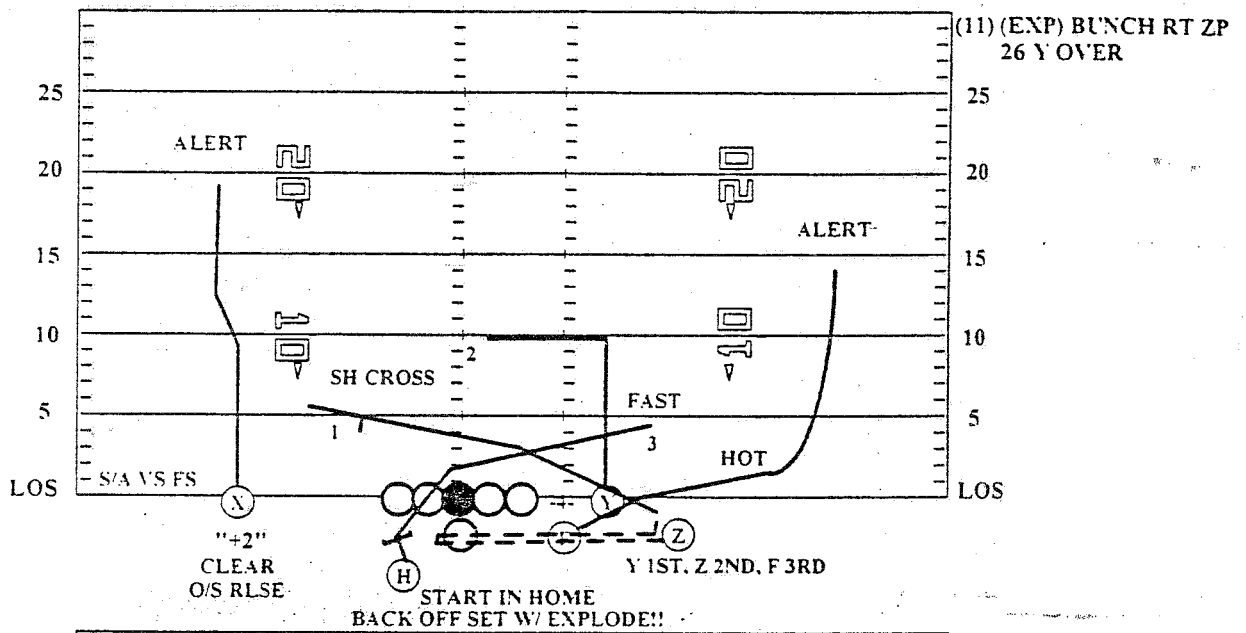
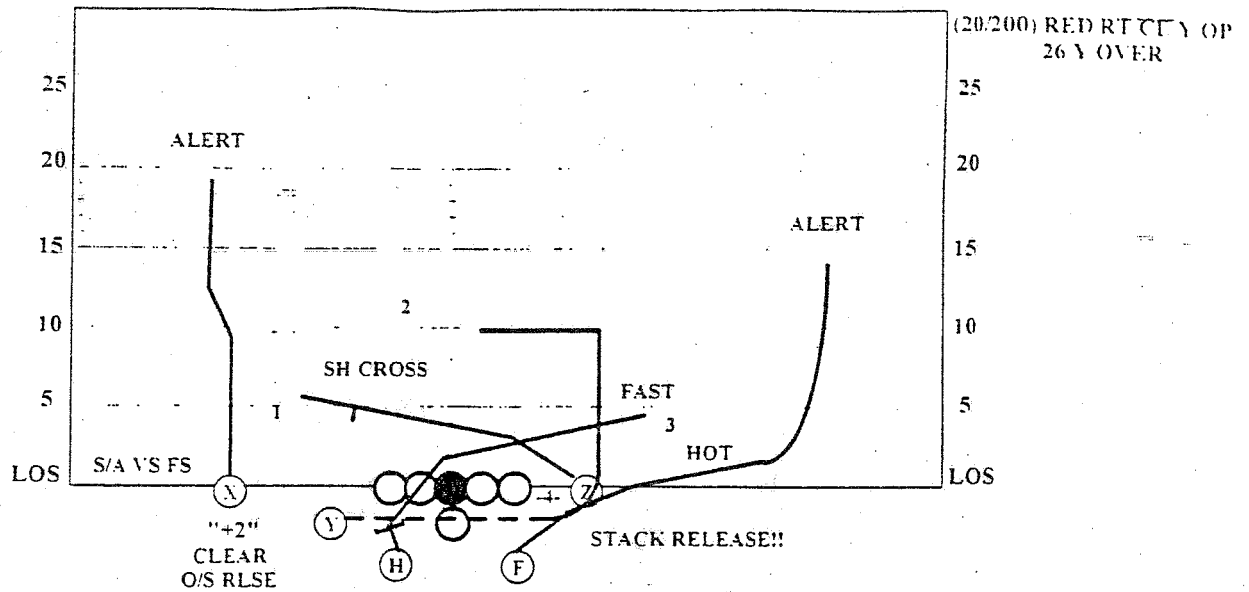
# PLAY ACTION



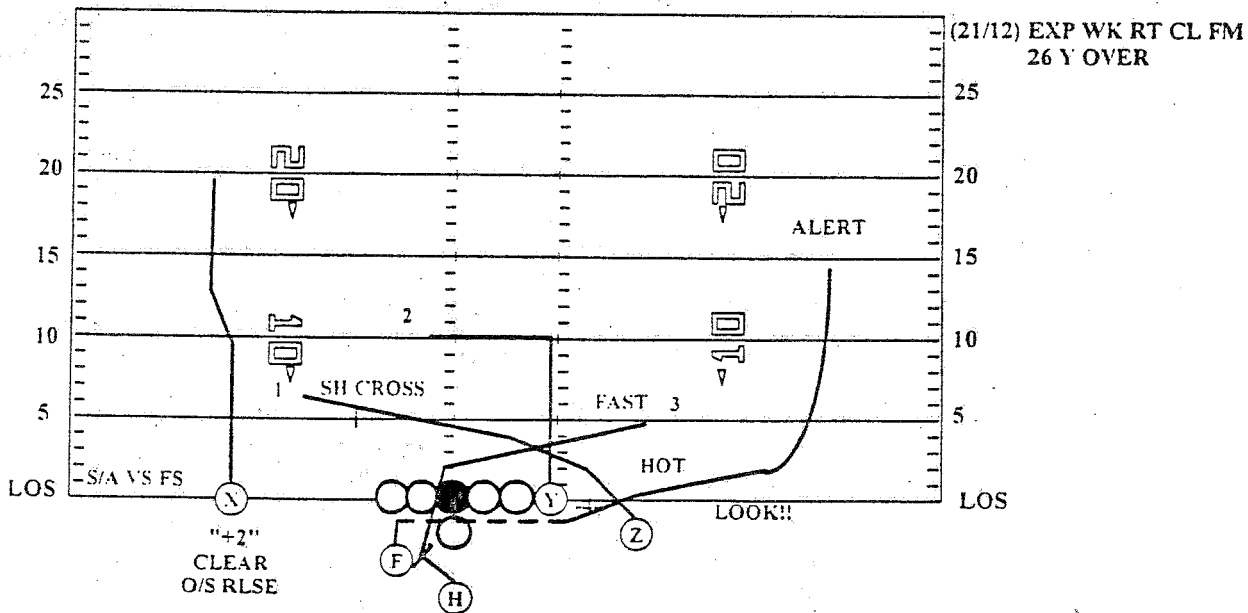
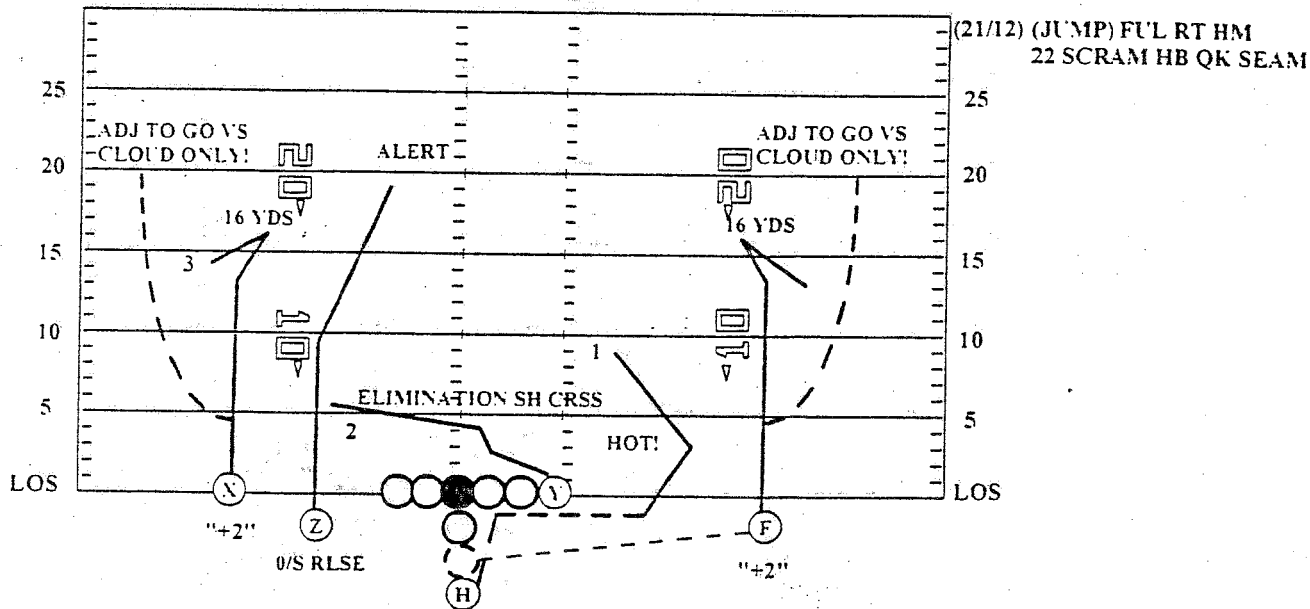
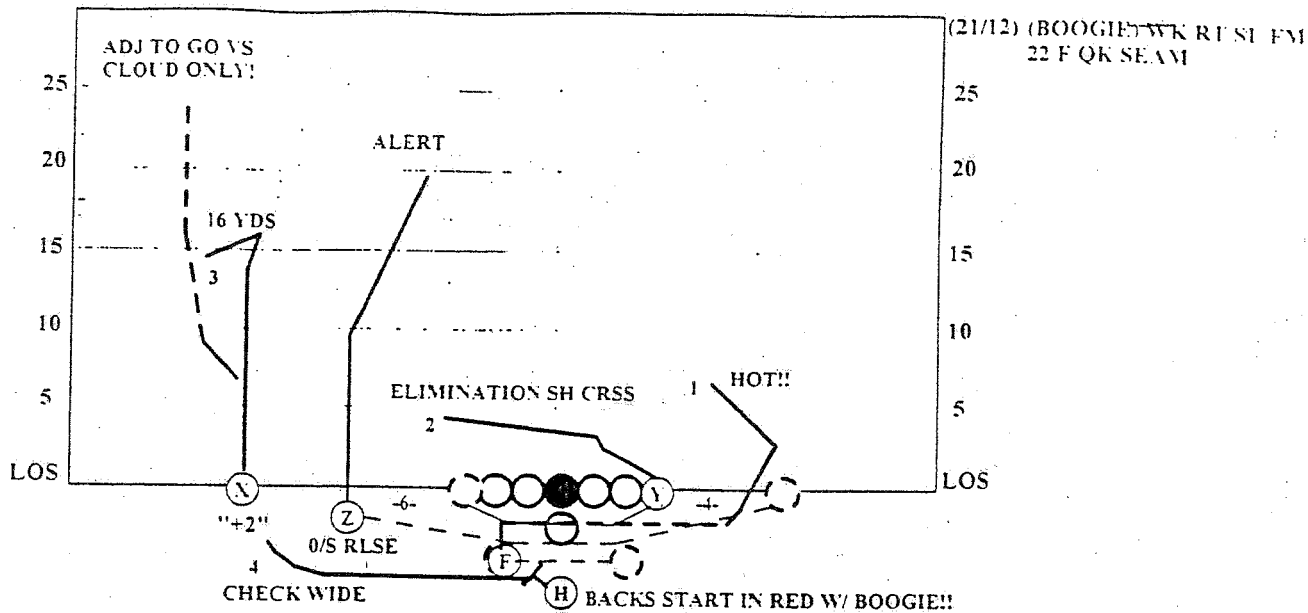
# BASE PASS



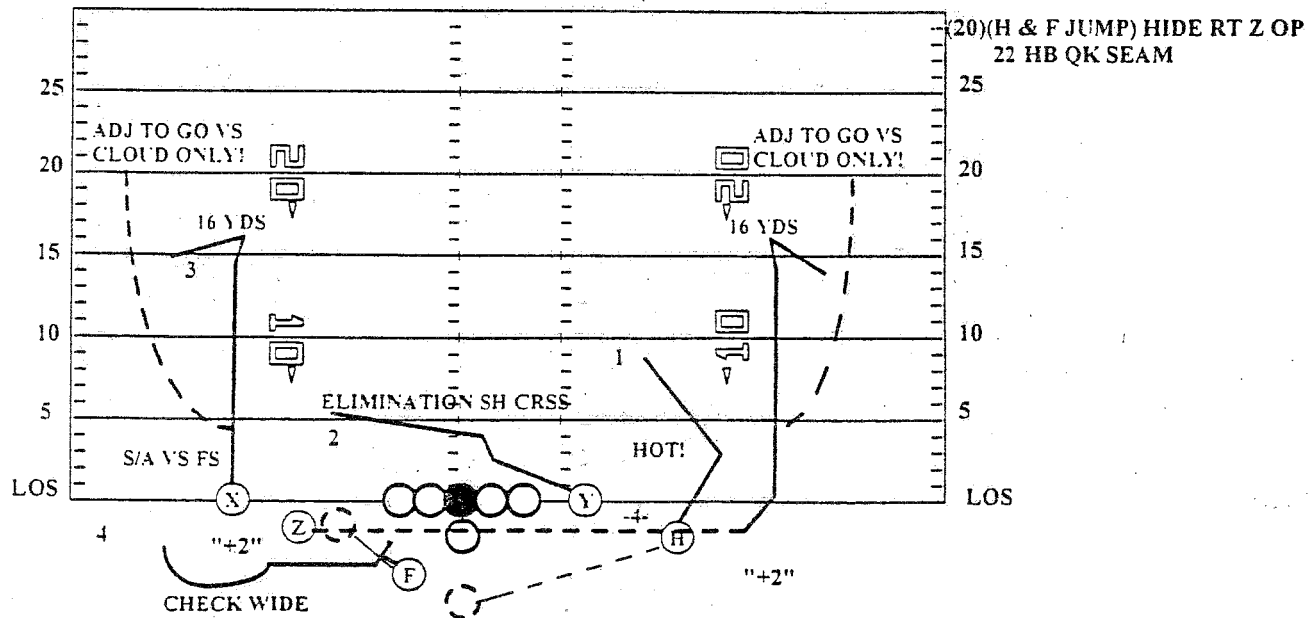
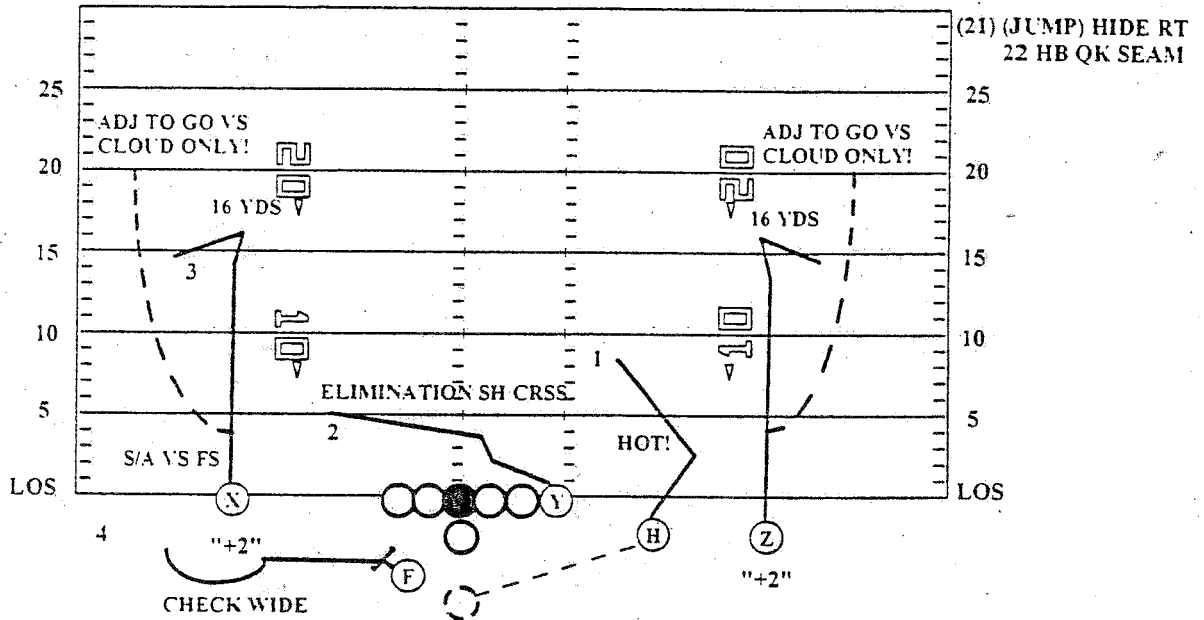
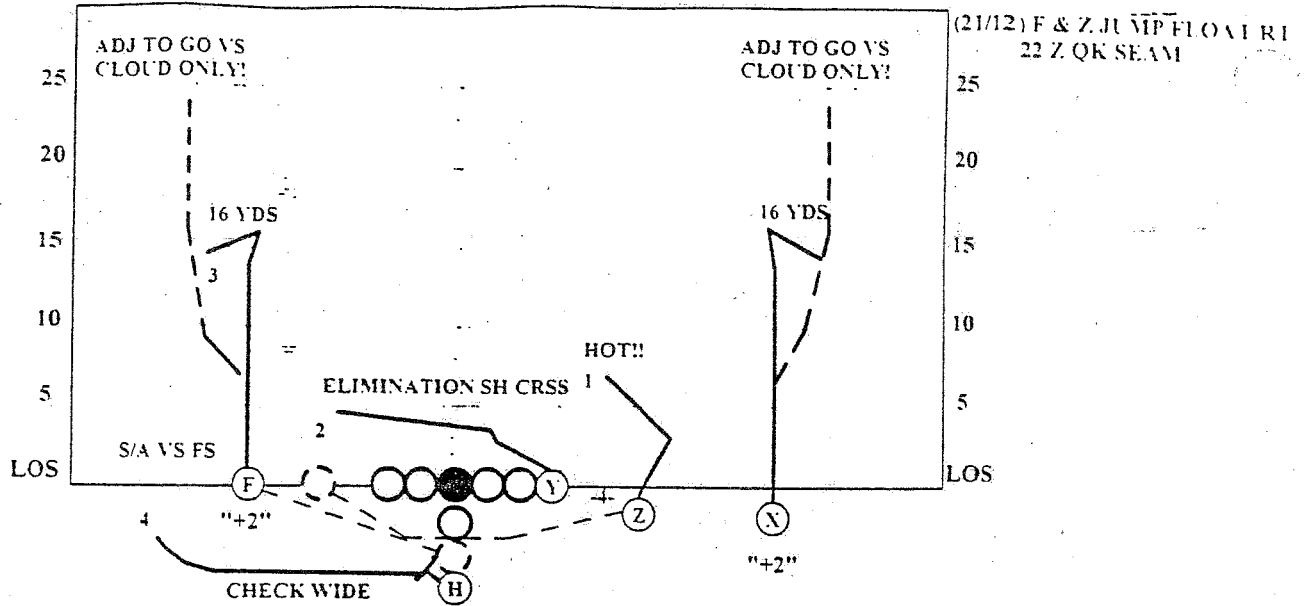
# BASE PASS



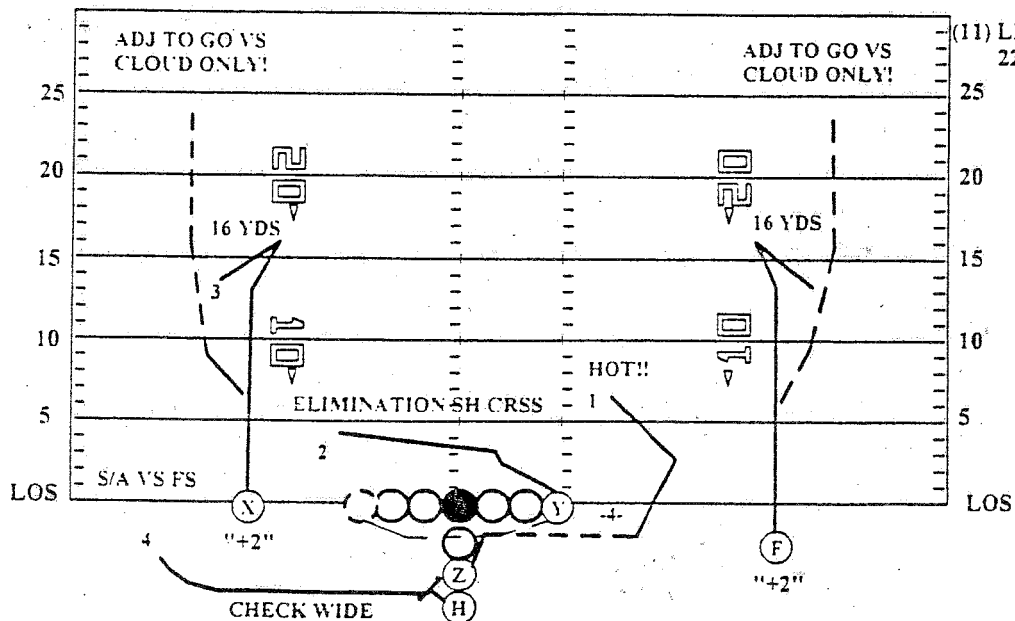
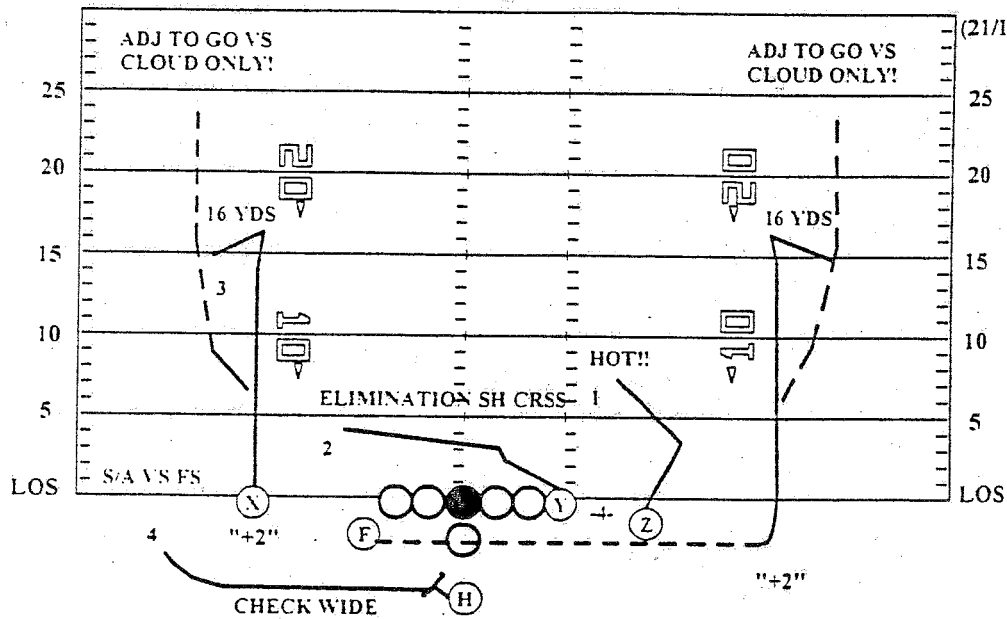
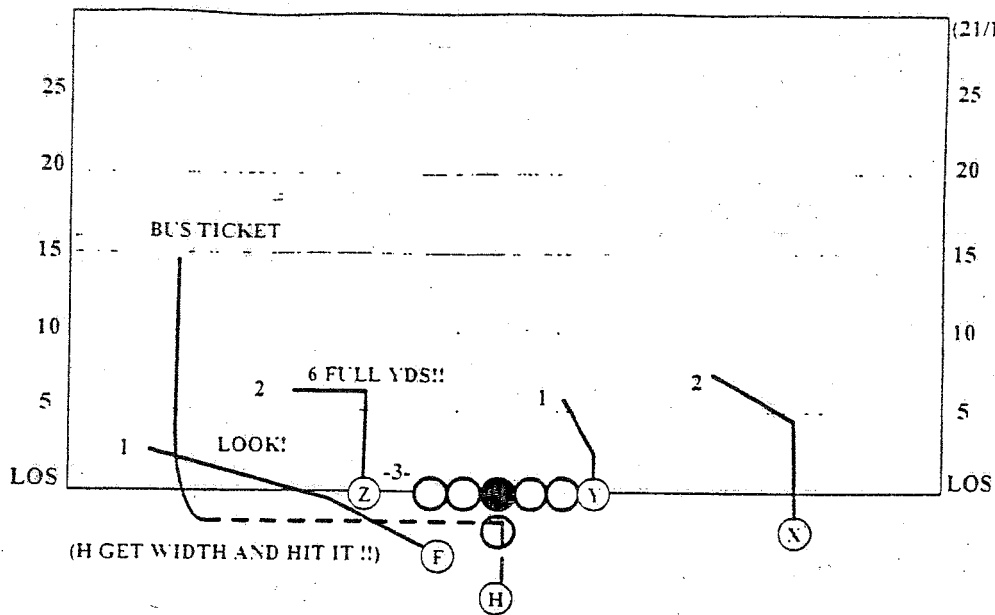
# BASE PASS



# BASE PASS

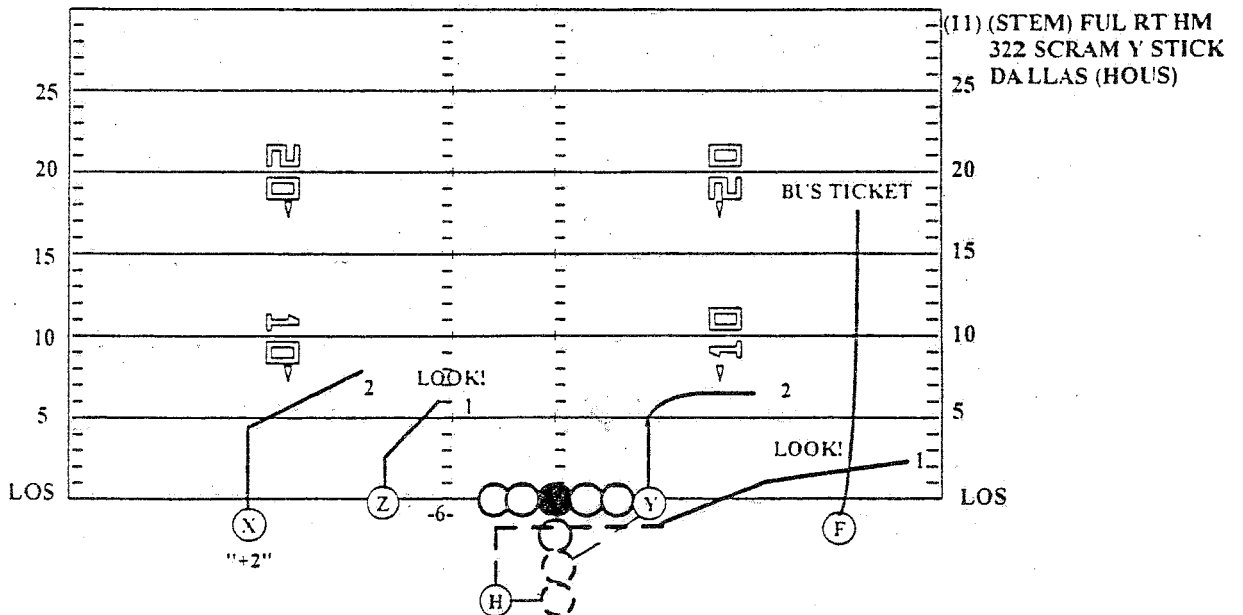
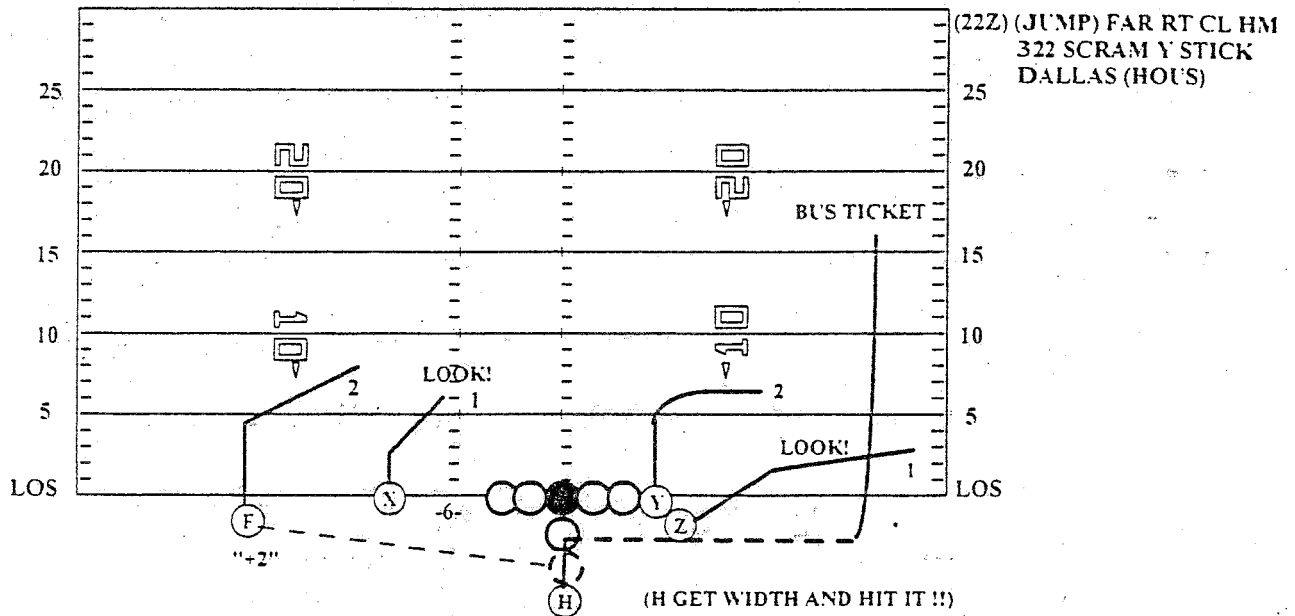
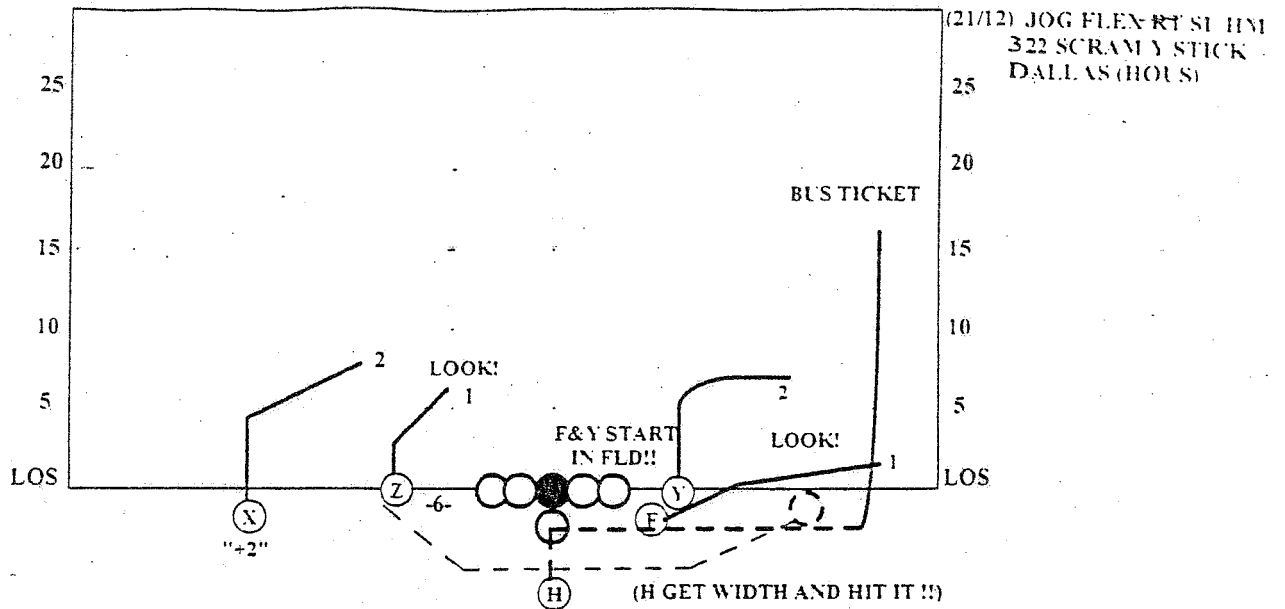


# BASE PASS

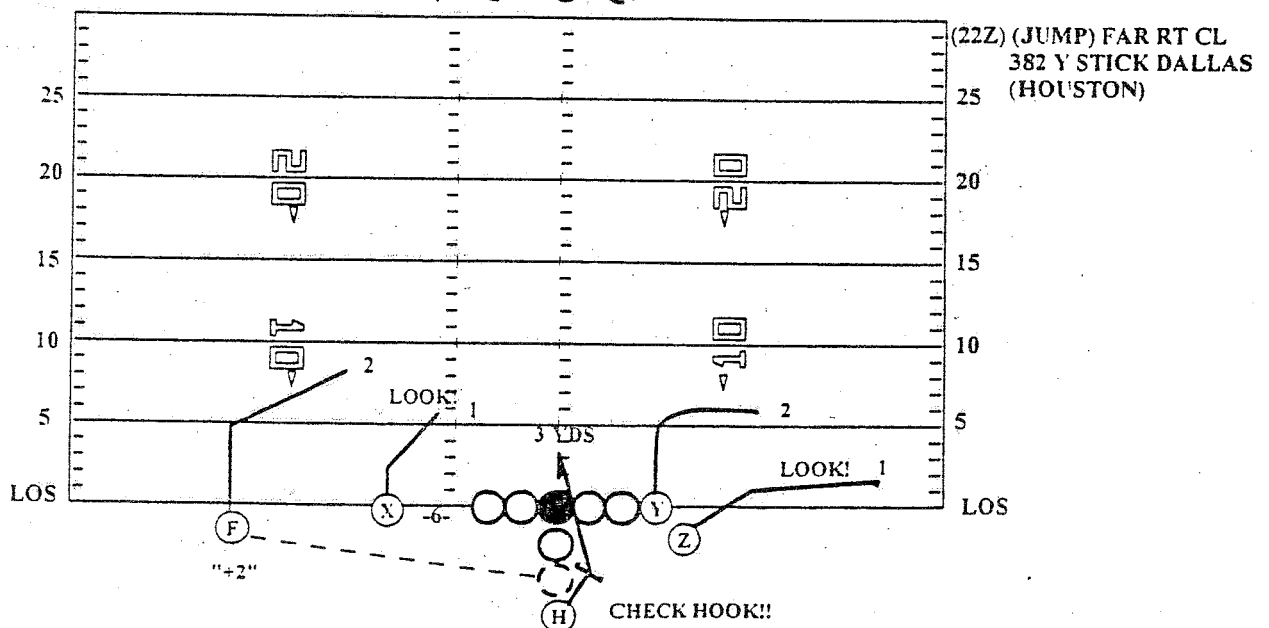
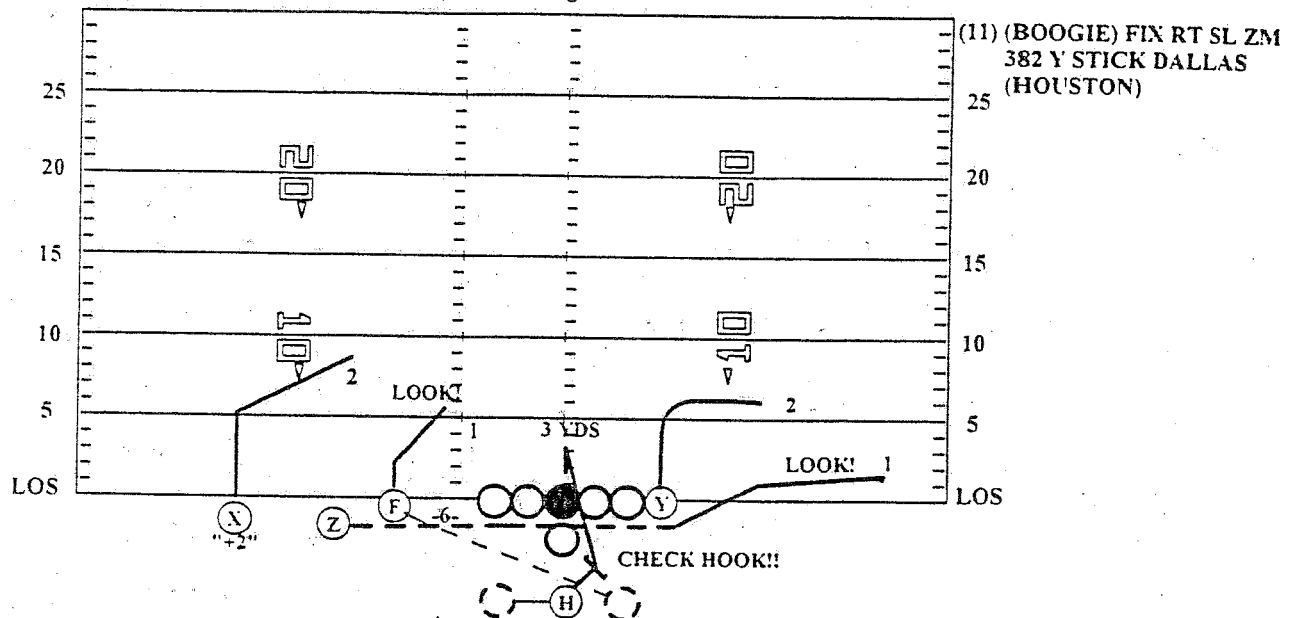
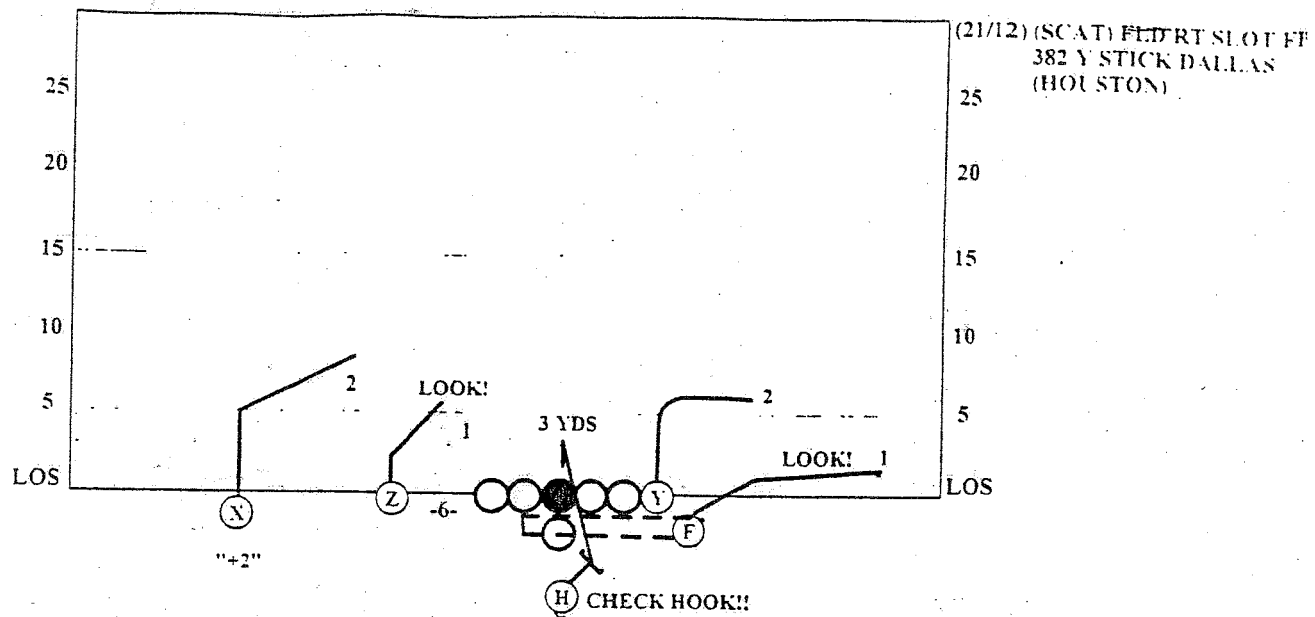




# BASE PASS



## BASE PASS



## DAY #2 SUN. JULY 23<sup>RD</sup> 2000

### BASE RUN:

"ALERT" 42(43) ACE MDM

(12) FAL RT, (21) I RT, (22) I RT

42(43) ACE MDM X SMOKE

(12/21) STEM I RT

"ALERT" 42(43) ACE SWIM

(12) FAL RT, (21) I RT

"ALERT" 42 SPECIAL MDM

(22) I RT

40(41)

(21/12/11) EXP FAR YOZ, (11) FUL YD,  
(20) CHANGE TARE FF, (10) DBL

45(44) STEELER

(21/12) FLOAT, (11) FLK YD  
(21/12/11/10) (EXP) BUNCH,  
(21/12/11/10) (ZEL) BUZ

## DAY#2 SUN. JULY 23<sup>RD</sup> 2000

### BASE PASS:

382(383) Y STICK DALLAS (HOUST)

322(323) SCRAM Y STICK DALLAS (HOUS)

372(373) SCRAM Z STICK DALLAS (HOUS)

22(23) Z QK SEAM

22(23) HB QK SEAM

22(23) F QK SEAM

22(23) SCRAM HB QK SEAM

26(27) Y OVER

26(27) Z OVER

20(21) Z OVER

(21/12) (SCAT) FLD SLOT FP. (11) (BOG) FIX SL ZM  
(22Z) (JUMP) FAR CL

(21/12) JOG FLEX SL HM (22Z) (JUMP) FAR CL HM

(11) (STEM) FUL HM

(21/12/30) ZEL WK HF

(21/12/11) (EXP) FOX CL FM. (11) LEAP ZOOM FLK.

(21/12) F & Z JUMP FLOAT

(21) (JUMP) HIDE. (20) (H&F JUMP) HIDE Z OPP

(21/12) (BOOGIE) WK SL FM

(21/12) (JUMP) FUL HM

(21/12) EXP WK CL FM. (20/200) RD CL YOPP.

(11) (EXP) BUNCH ZP

(20) (H&F JUMP) HAWK ZM

(21/12) LEAP WK TARE ZF. (20) CH YOZ TARE ZF

### PLAY ACTION:

PASS FB 2 DBL GO (STRUT)

PASS 35(34) X CHOICE

(21) (LEAP) WK RT FM. (12) (JUMP) FOX RT FM

(21) (SCAT) I SL ZM. (12) (EXP) FOX FP

### ACTION:

NAKED 39 "SLOW" Z SAIL

(12) (STEM) FAL RT EXTRA

### SCREENS:

PASS 34 GHOST SCREEN RT H

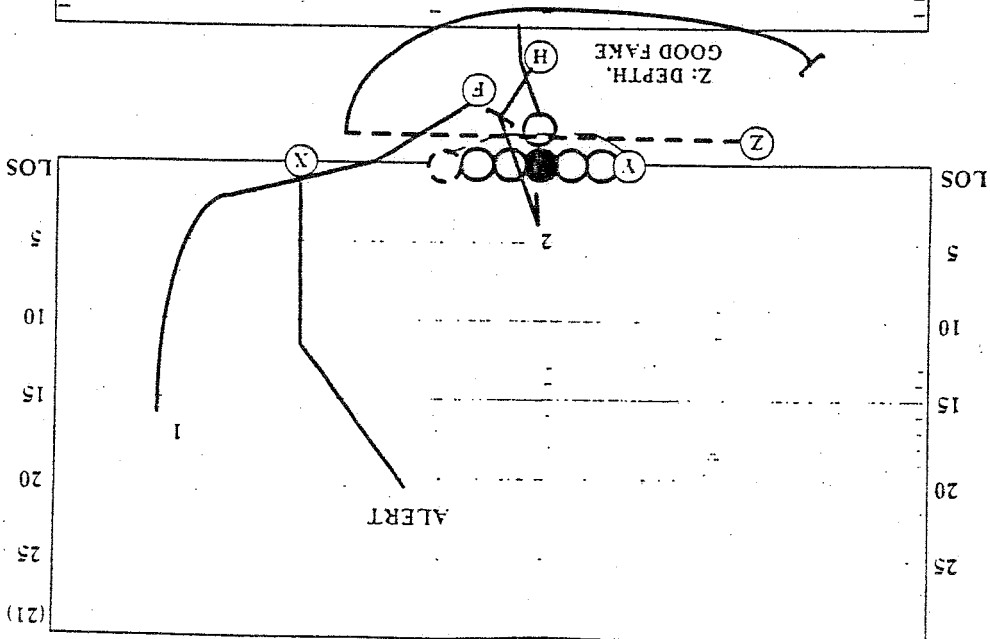
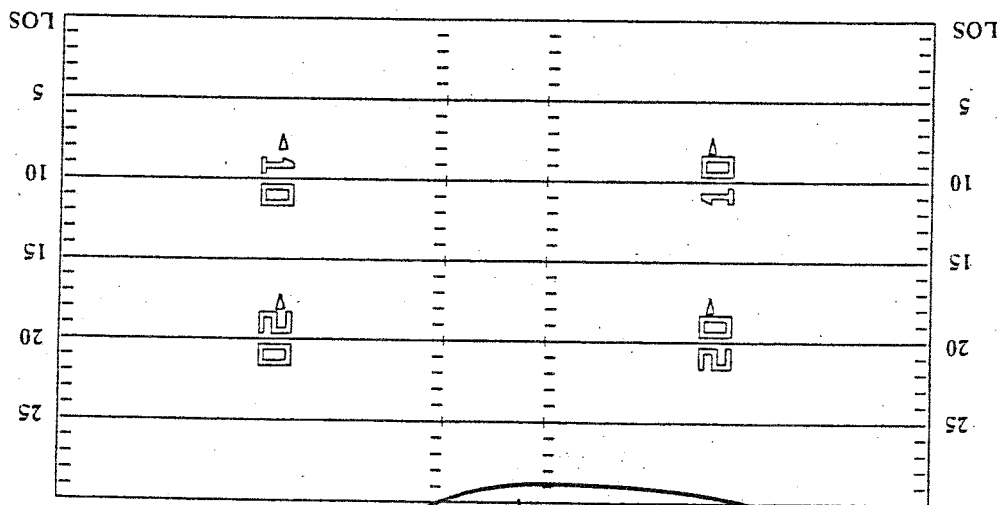
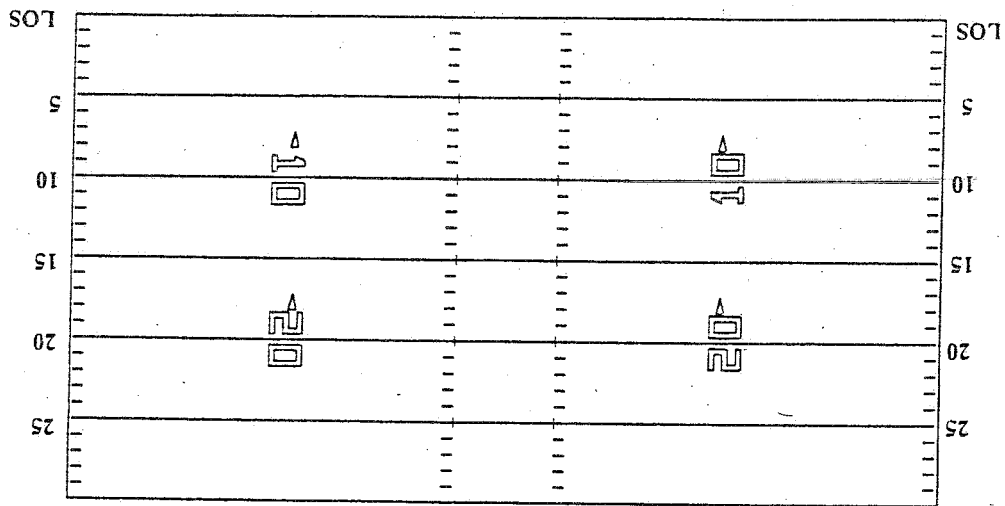
(21) LEAP WEAK LT ZF

### SPECIALS:

FK 35 BOB DBL REV LT

(21/12) SCAT I RT SLOT ZM



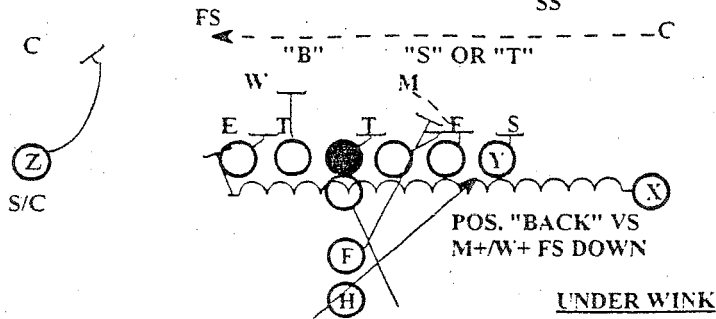


LEAP WK 1 TZP  
P 34 GHOST

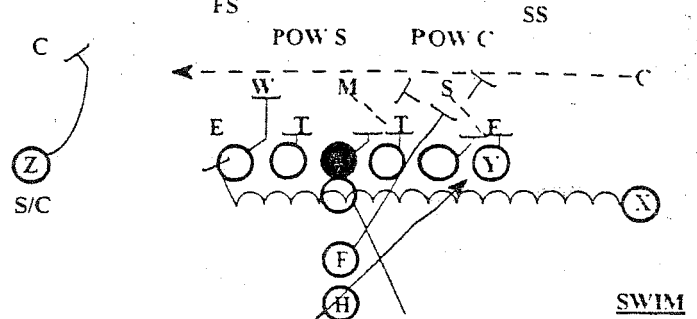
SPECIAL

# 38 (39) BUSTER

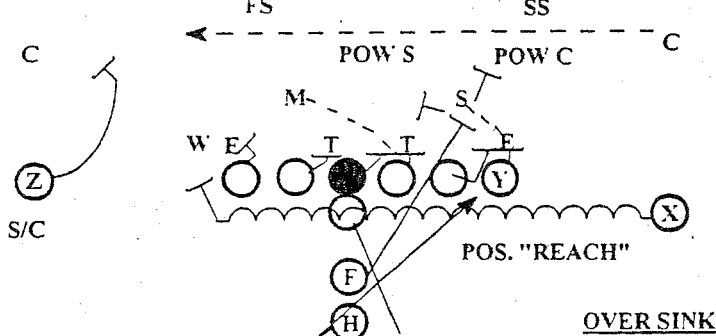
(21/12) ZELDA I RT XF TITE



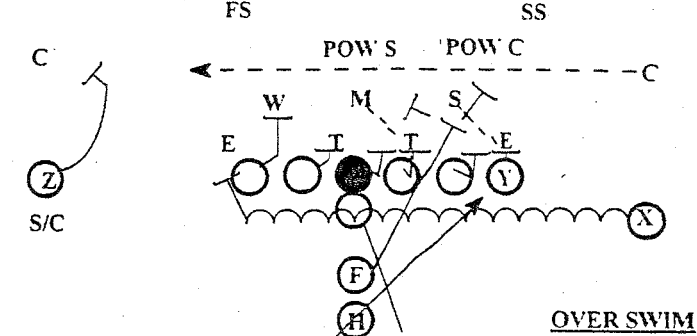
(21/12) ZELDA I RT XF TITE



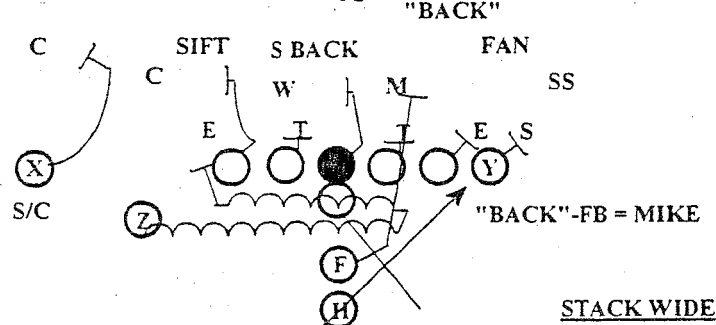
(21/12) ZELDA I RT XF TITE



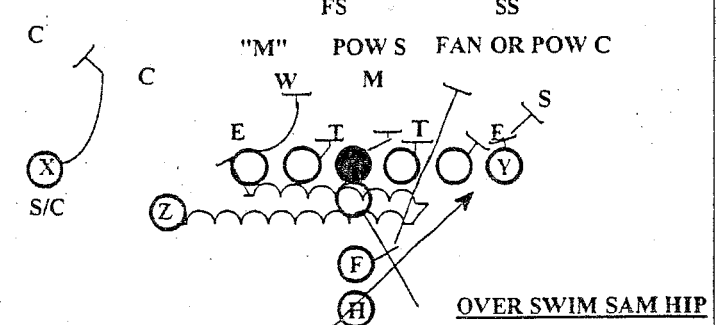
(21/12) ZELDA I RT XF TITE



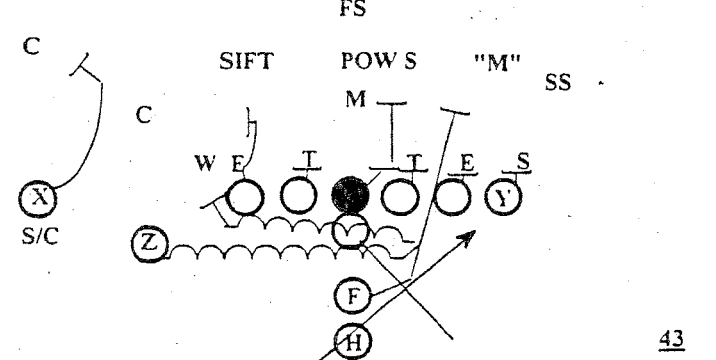
(21/12) BOOGIE I RT SL ZP TITE



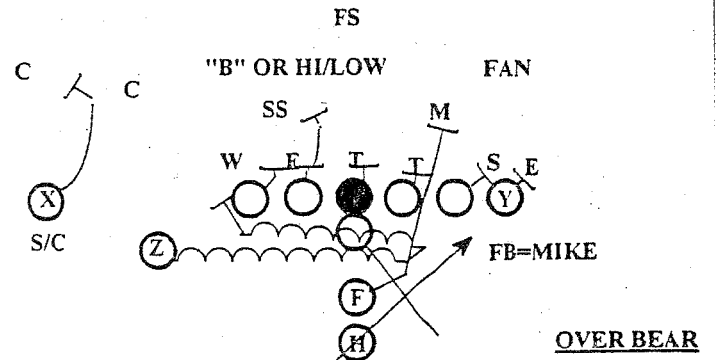
(21/12) BOOGIE I RT SL ZP TITE



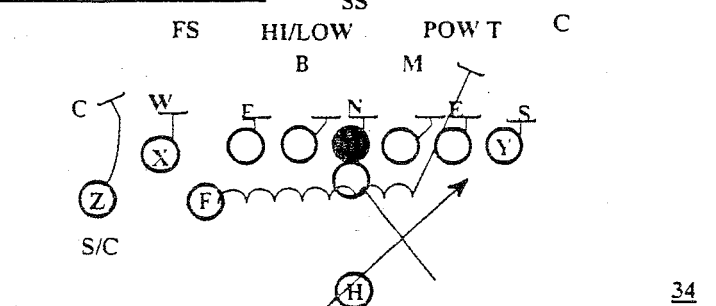
(21/12) BOOGIE I RT SL ZP TITE



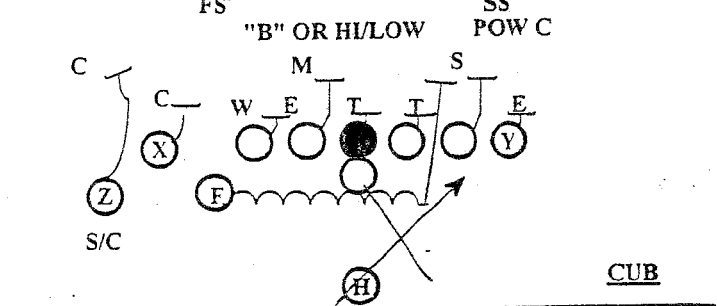
(21/12) BOOGIE I RT SL ZP TITE



(21/12) CLUSTER RT FM

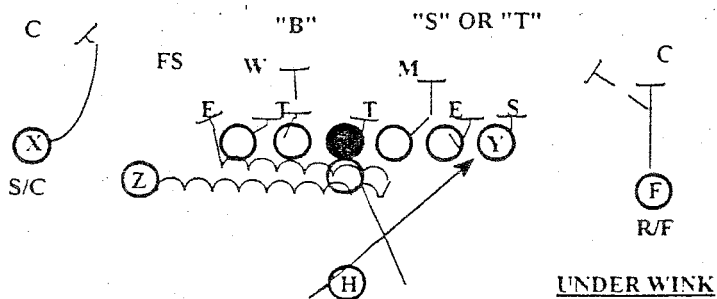


(21/12) CLUSTER RT FM

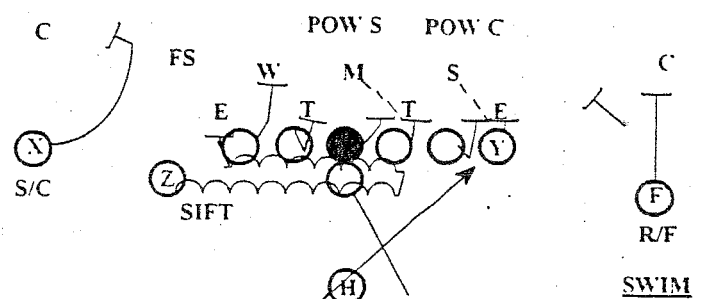


# 38 (39) BASE

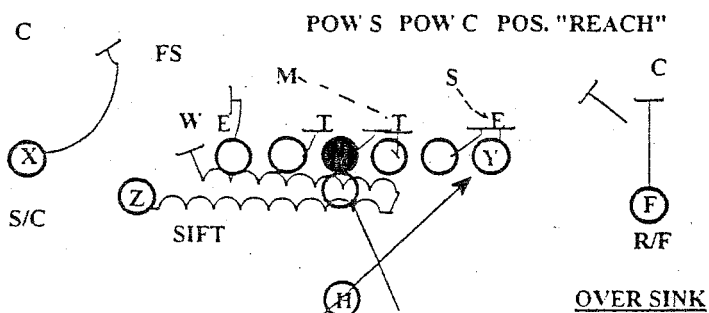
(21/12/11) JUMP FUL RT ZP TITE<sup>SS</sup>



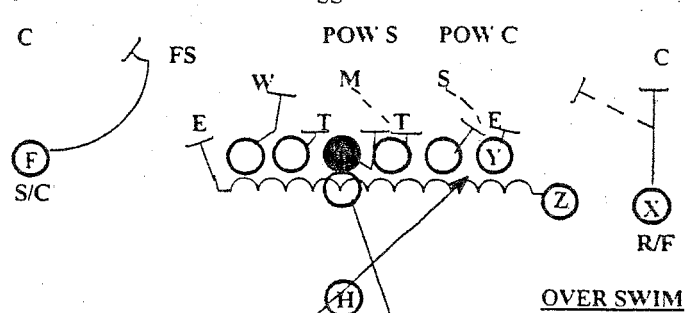
(21/12/11) JUMP FUL RT ZP TITE<sup>SS</sup>



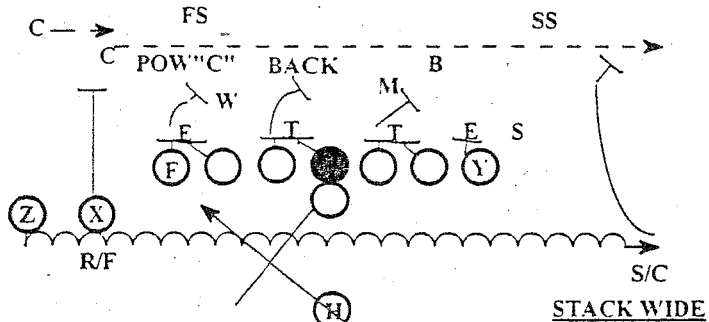
(21/12/11) JUMP FUL RT ZP TITE<sup>SS</sup>



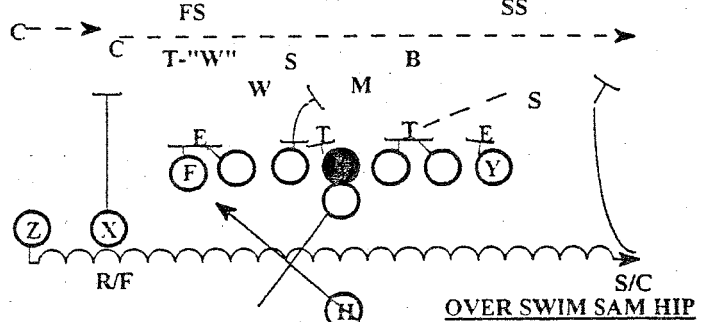
(21/12) F & Z "JUMP" FLOAT RT Z FLY TITE<sup>SS</sup>



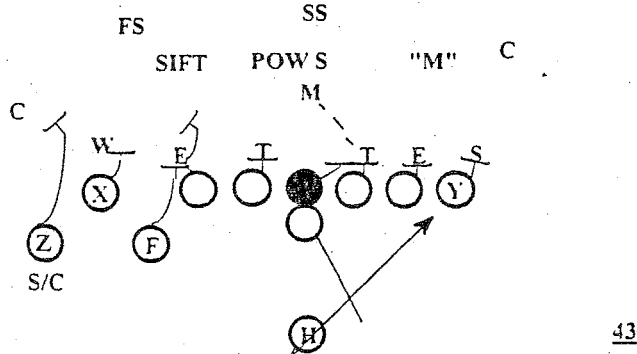
(12) SCATTER FAL RT TW ZM



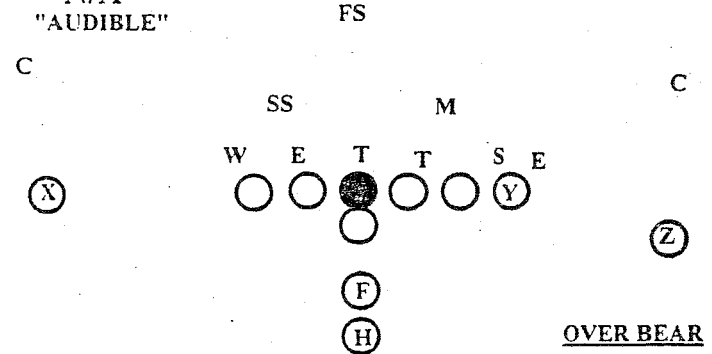
(12) SCATTER FAL RT TW ZM



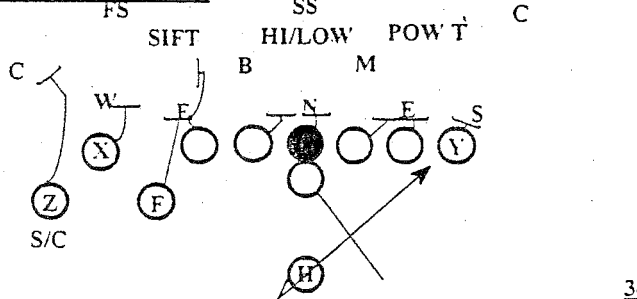
(21/12/11) CLUSTER RT



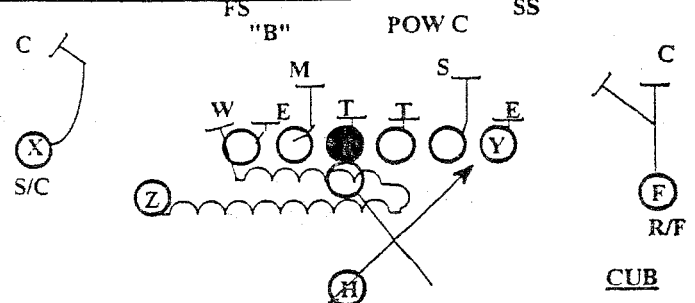
N/A  
"AUDIBLE"



(21/12/11) CLUSTER RT

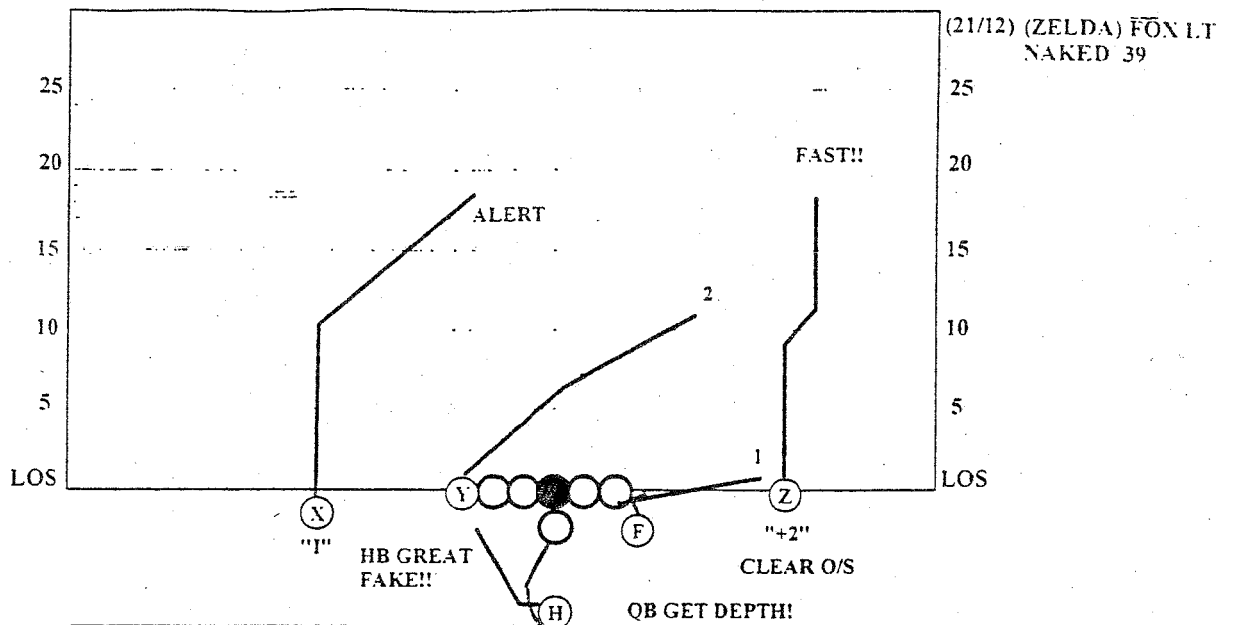


(21/12/11) JUMP FUL RT ZP TITE

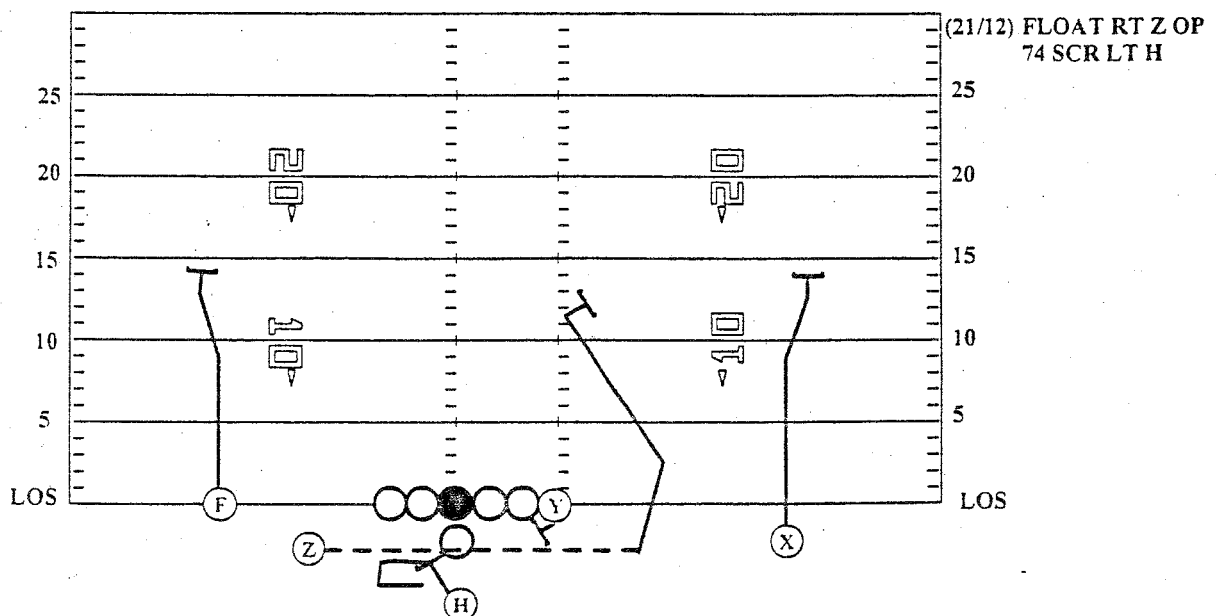
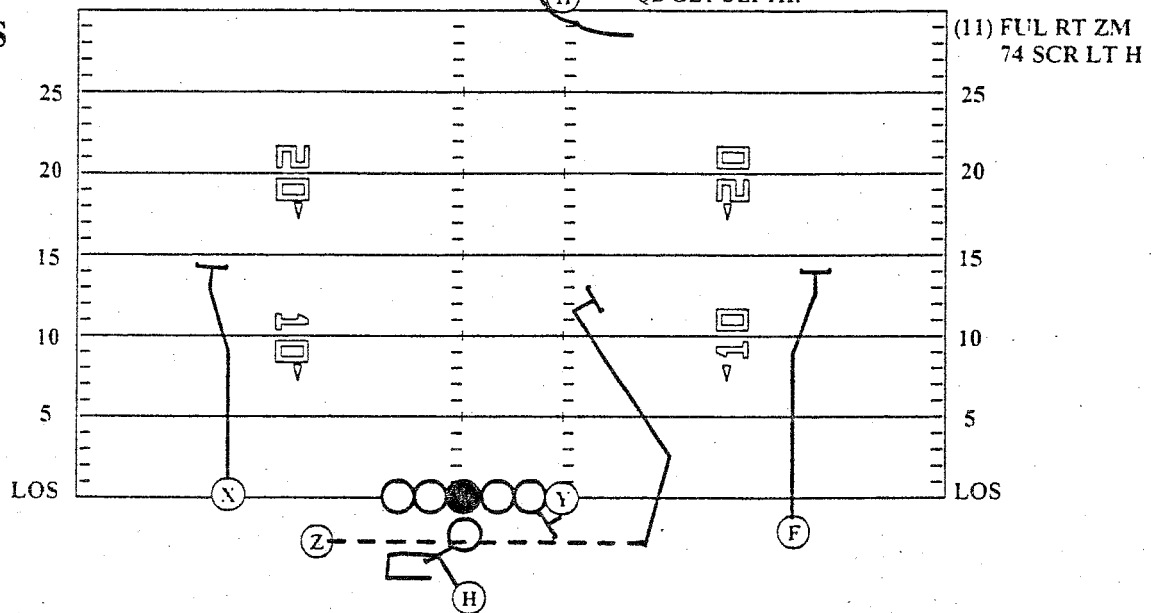




## ACTION



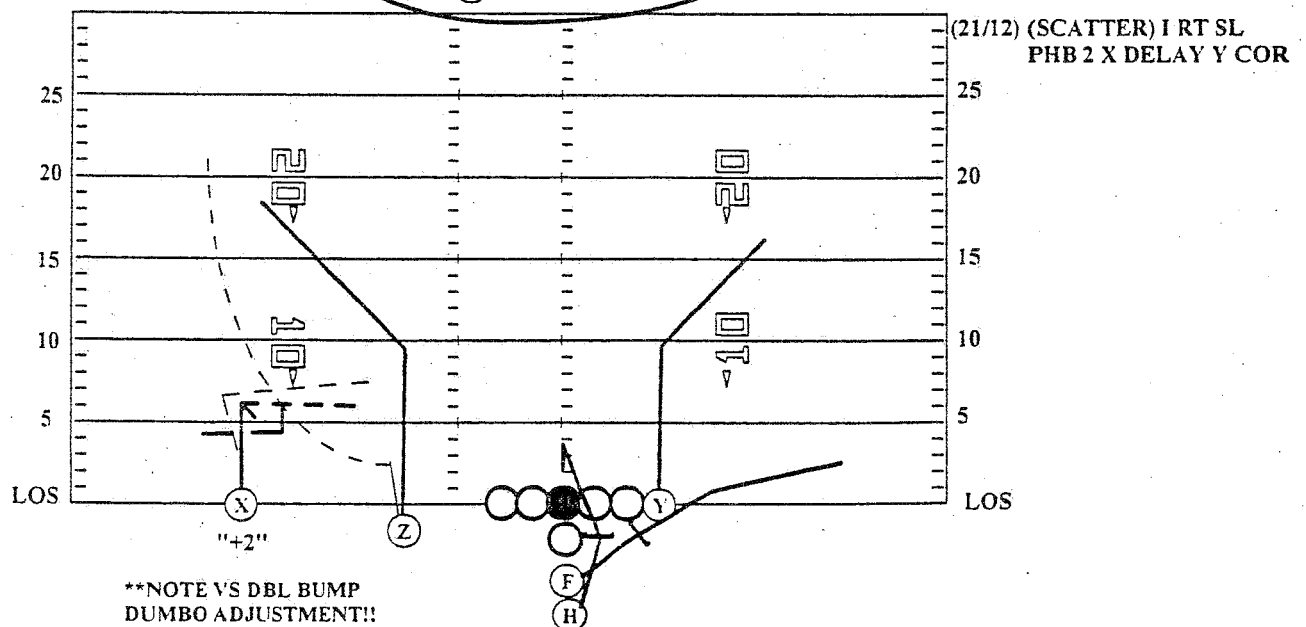
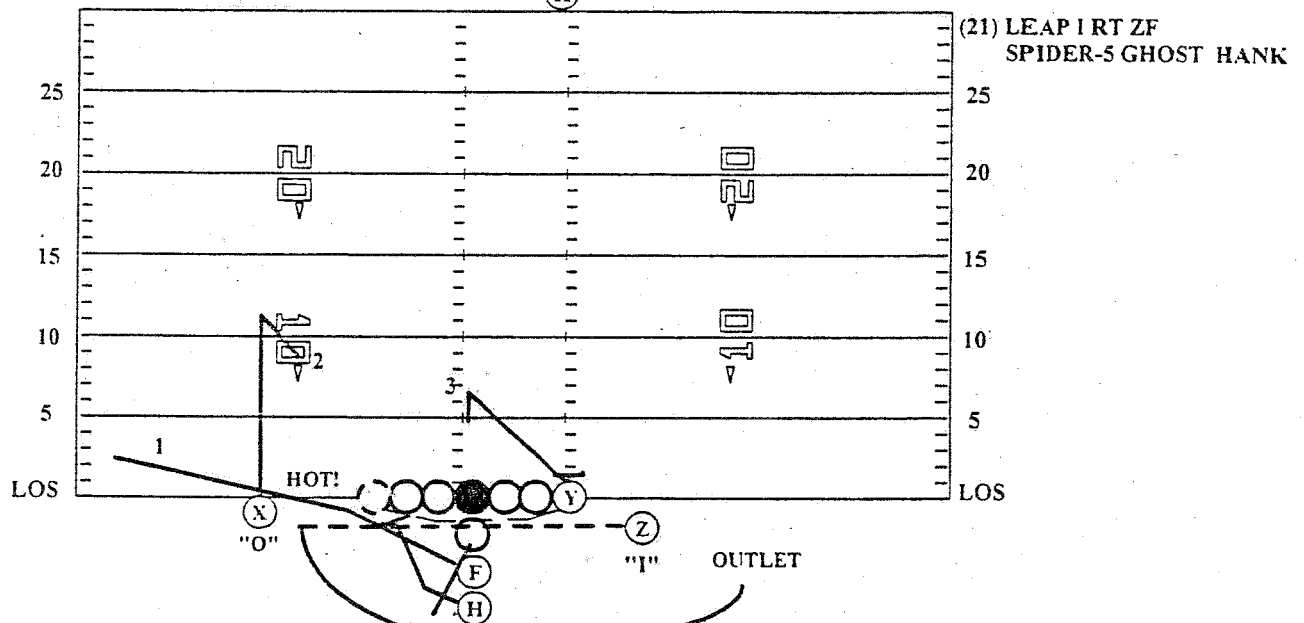
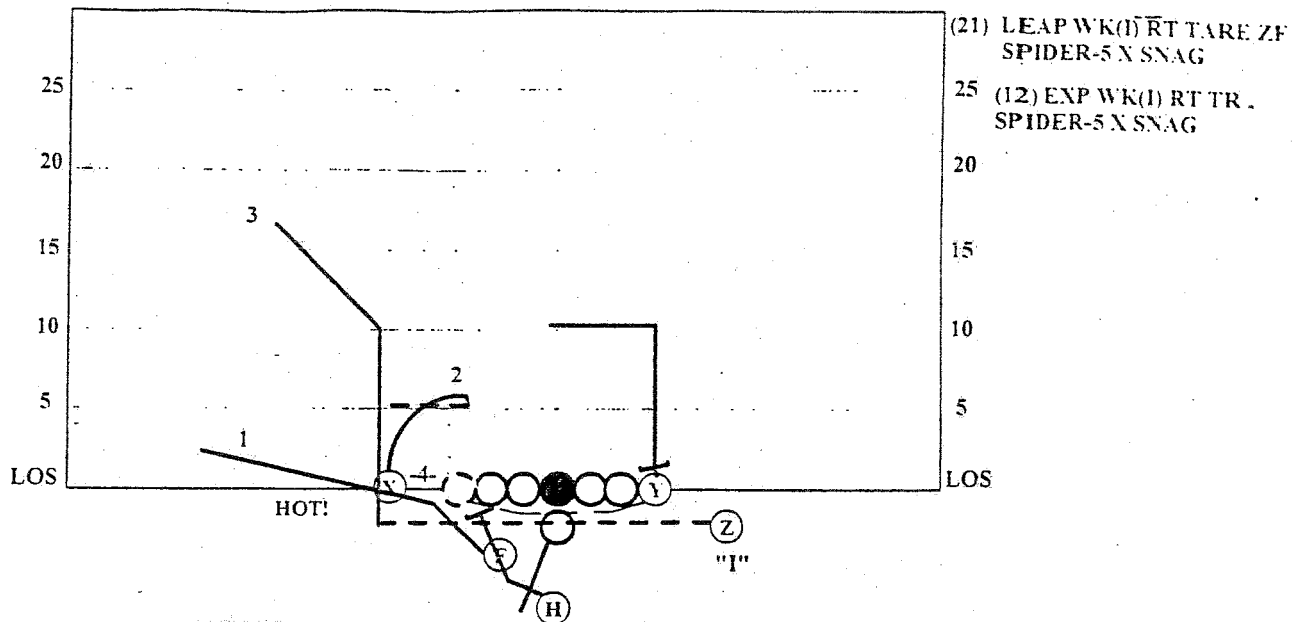
## SCREENS



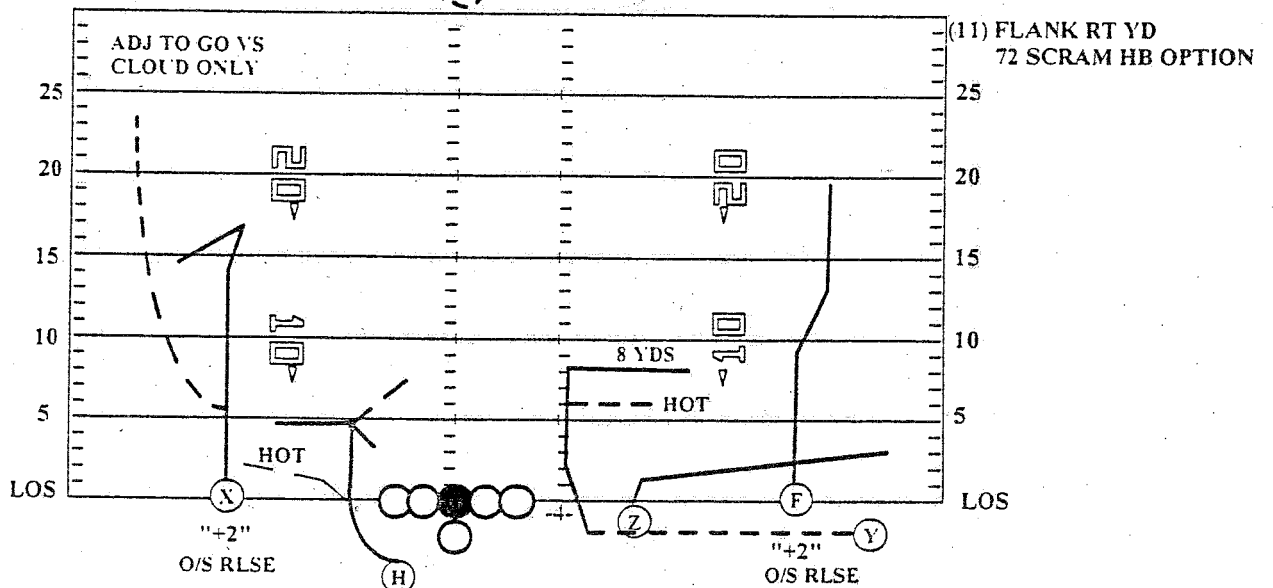
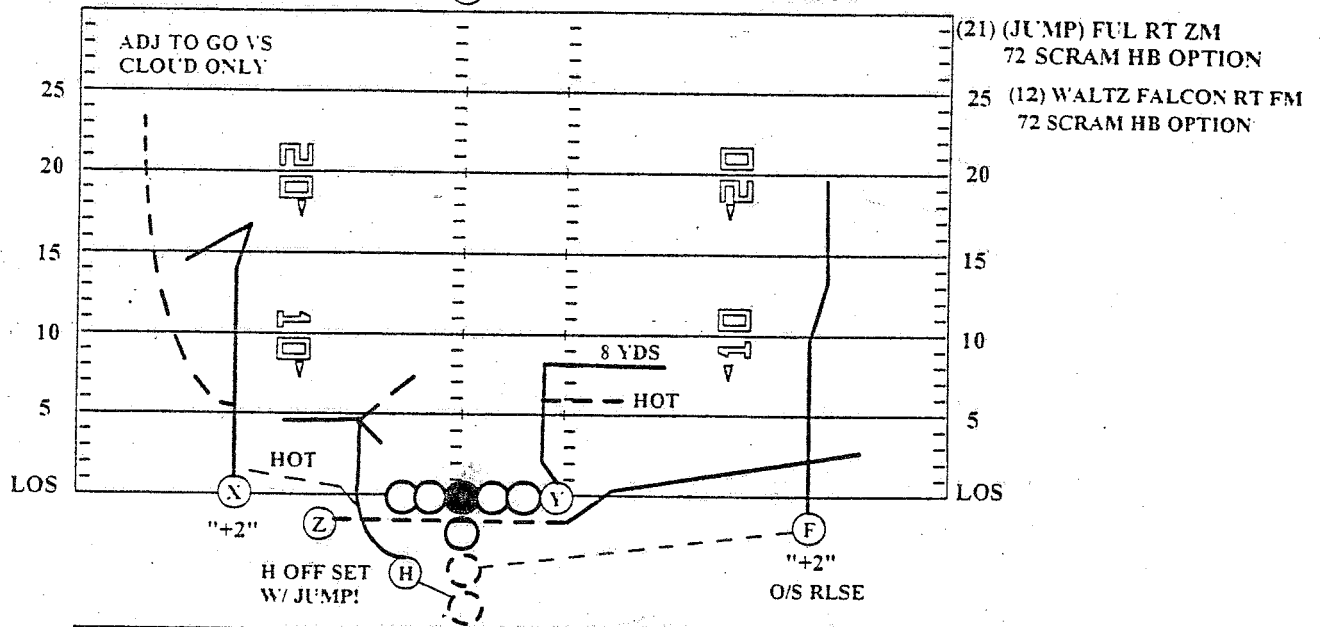
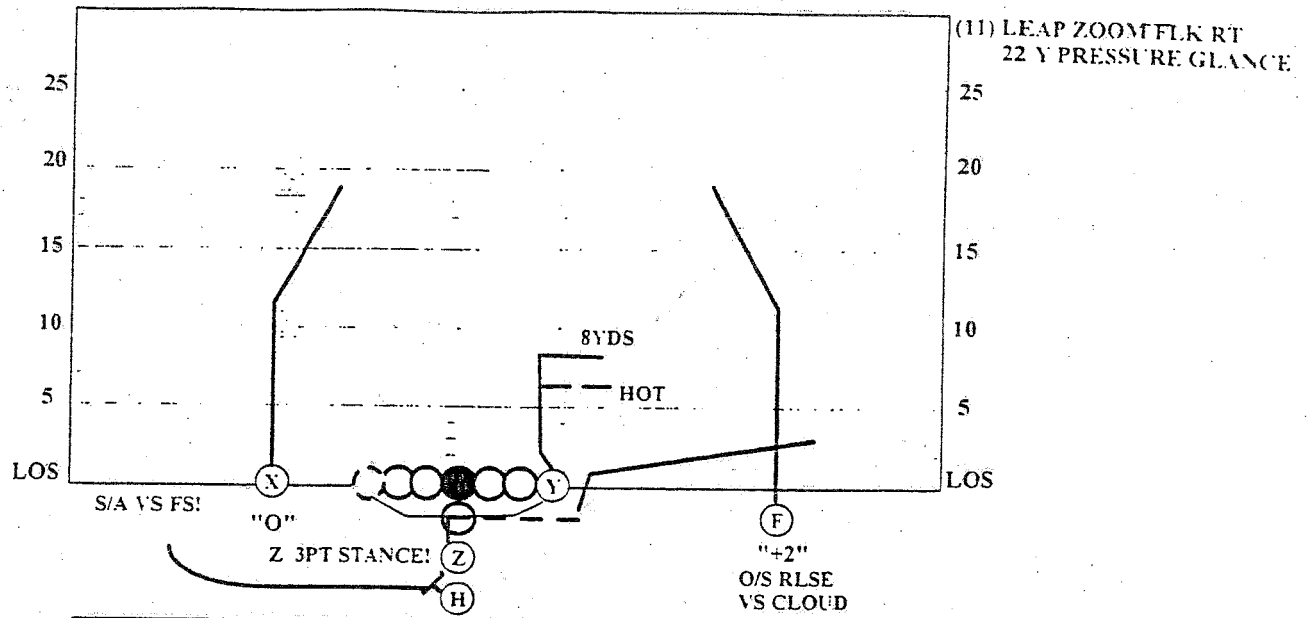
# 32 (33) BASE SCISSORS

<p>(21/12) STEM WK RT FP</p> <p>FS SS</p> <p>C BOUNCE BLUFF STICK BLUFF</p> <p>R/F C/W</p> <p>UNDER WINK</p>	<p>(21/12) STEM WK RT FP</p> <p>FS SS</p> <p>C STICK BLUFF POS. DUCE BLUFF/NUDGE</p> <p>R/F C/W</p> <p>SWIM</p>
<p>(21/12) STEM WK RT FP</p> <p>FS SS</p> <p>C LEADO BLUFF</p> <p>R/F C/W</p> <p>OVER SINK</p>	<p>(21/12) STEM WK RT FP</p> <p>FS SS</p> <p>C LEADO BLUFF DUCE BLUFF</p> <p>R/F C/W</p> <p>OVER SWIM</p>
<p>(21/12) EXPLODE FLD RT FF</p> <p>FS SS</p> <p>C BOUNCE BLUFF STICK BLUFF FAN</p> <p>R/F C/W</p> <p>STACK WIDE</p>	<p>(21/12) EXPLODE FLD RT FF</p> <p>FS SS</p> <p>C LEADO BLUFF COMBO BLUFF</p> <p>R/F C/W</p> <p>OVER SWIM SAM HIP</p>
<p>(21/12) EXPLODE FLD RT FF</p> <p>FS SS</p> <p>C BLUFF STICK BLUFF</p> <p>R/F C/W</p> <p>43</p>	<p>(21/12) EXPLODE FLD RT FF</p> <p>FS SS</p> <p>C BOUNCE BLUFF "BOOK MIKE" FAN</p> <p>R/F C/W</p> <p>OVER BEAR</p>
<p>(21/12) STEM WK RT FP</p> <p>FS SS</p> <p>C LEADO BLUFF TAG BLUFF</p> <p>R/F C/W</p> <p>34</p>	<p>(21/12) STEM WK RT FP</p> <p>FS SS</p> <p>C BOUNCE BLUFF COMBO OR DUCE BLUFF</p> <p>R/F C/W</p> <p>CUB</p>

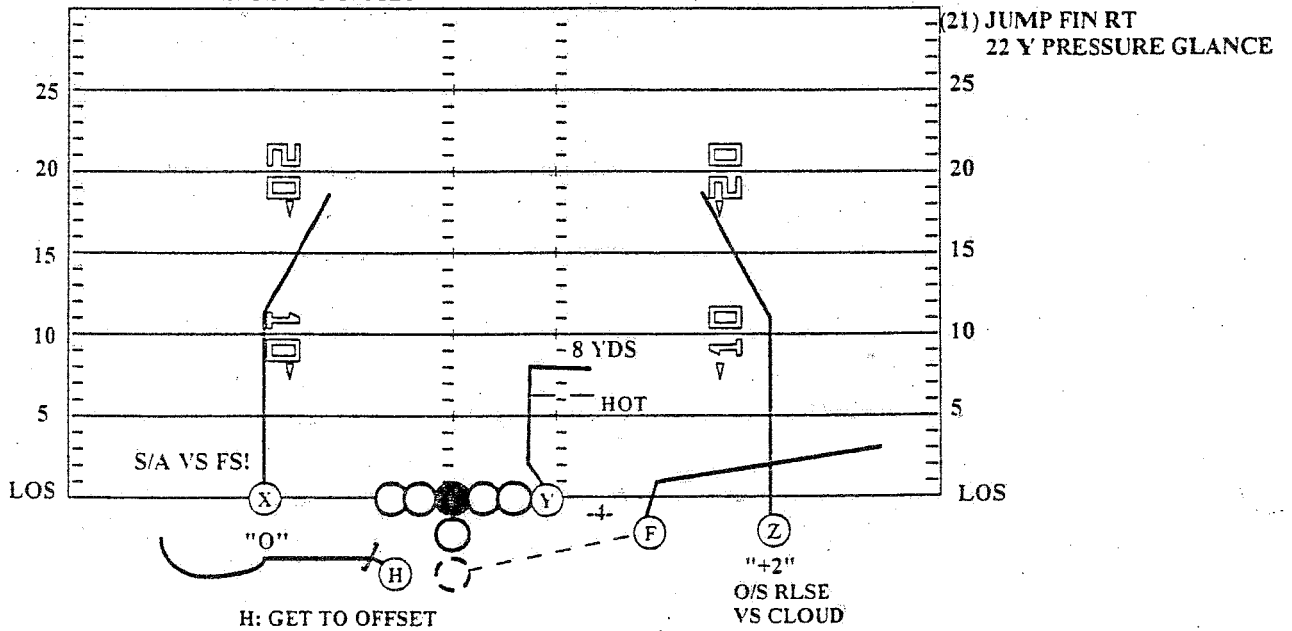
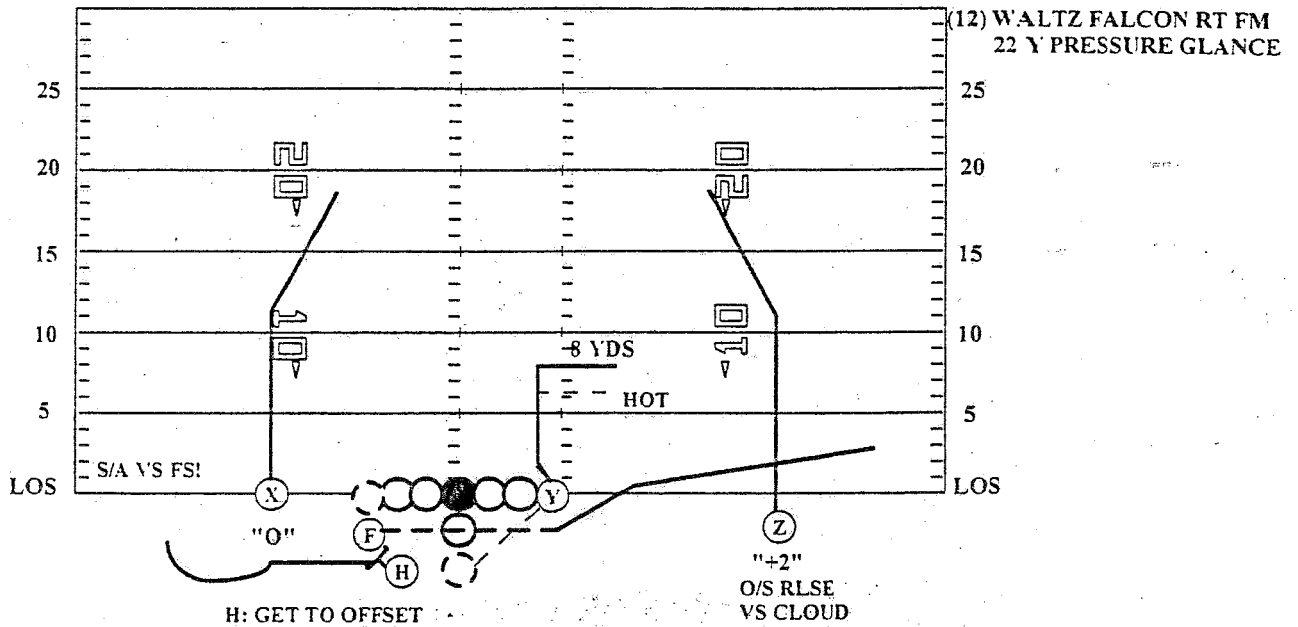
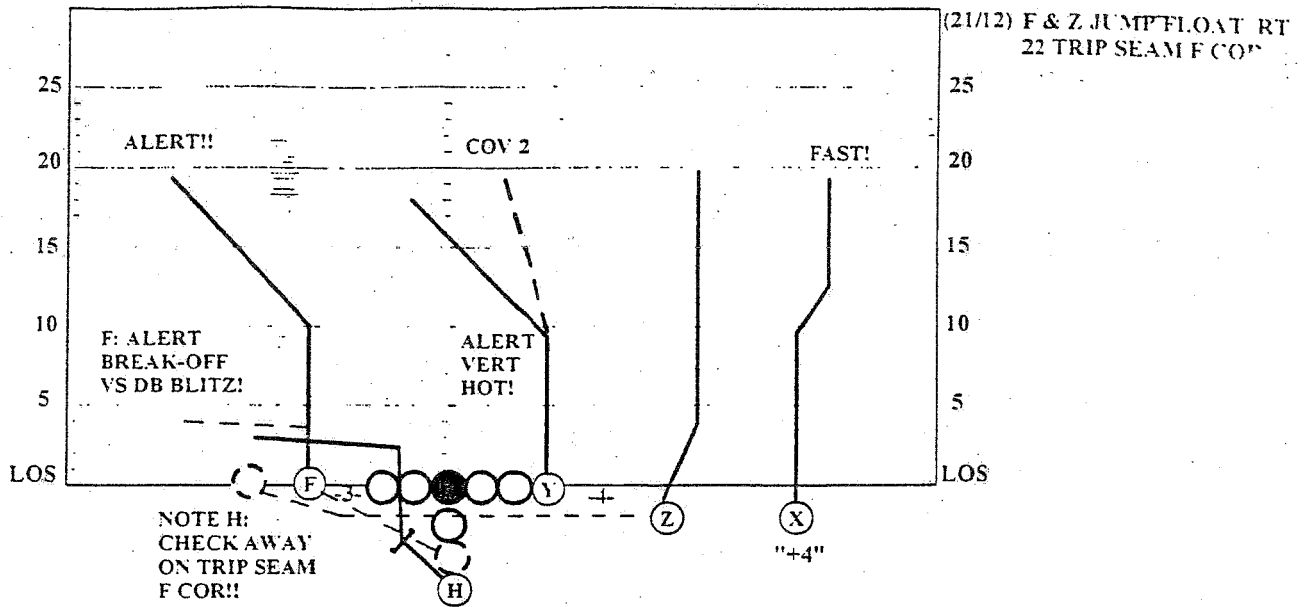
## PLAY ACTION



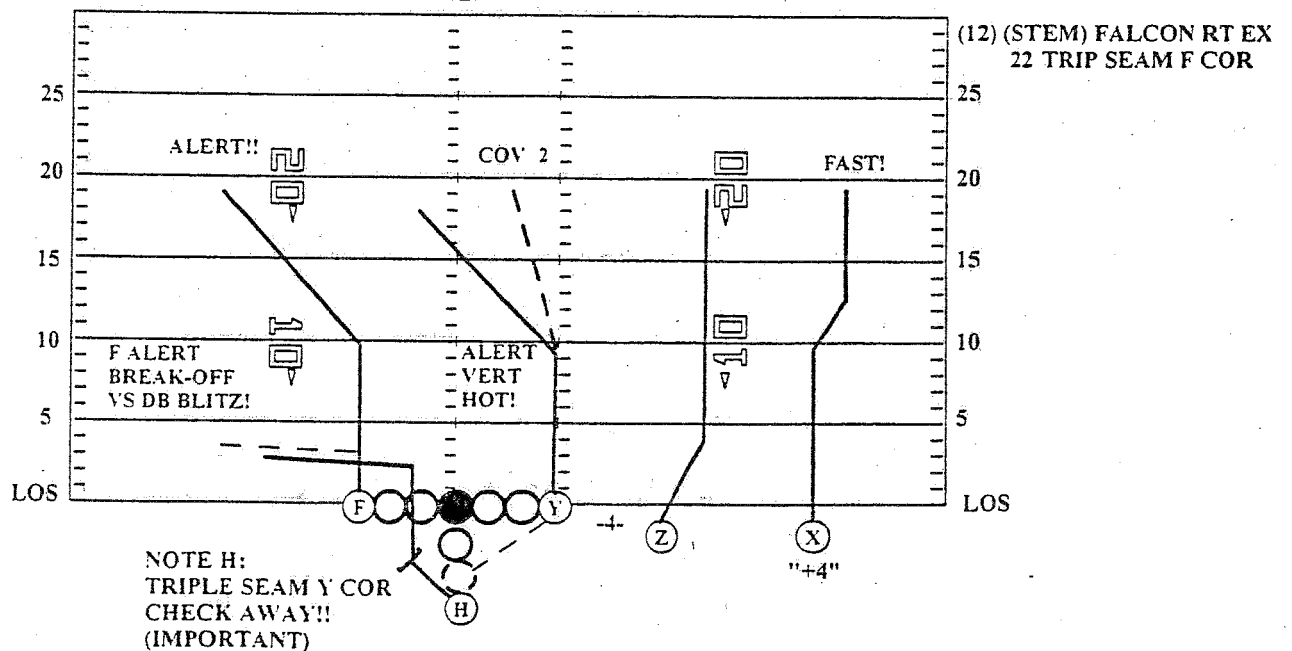
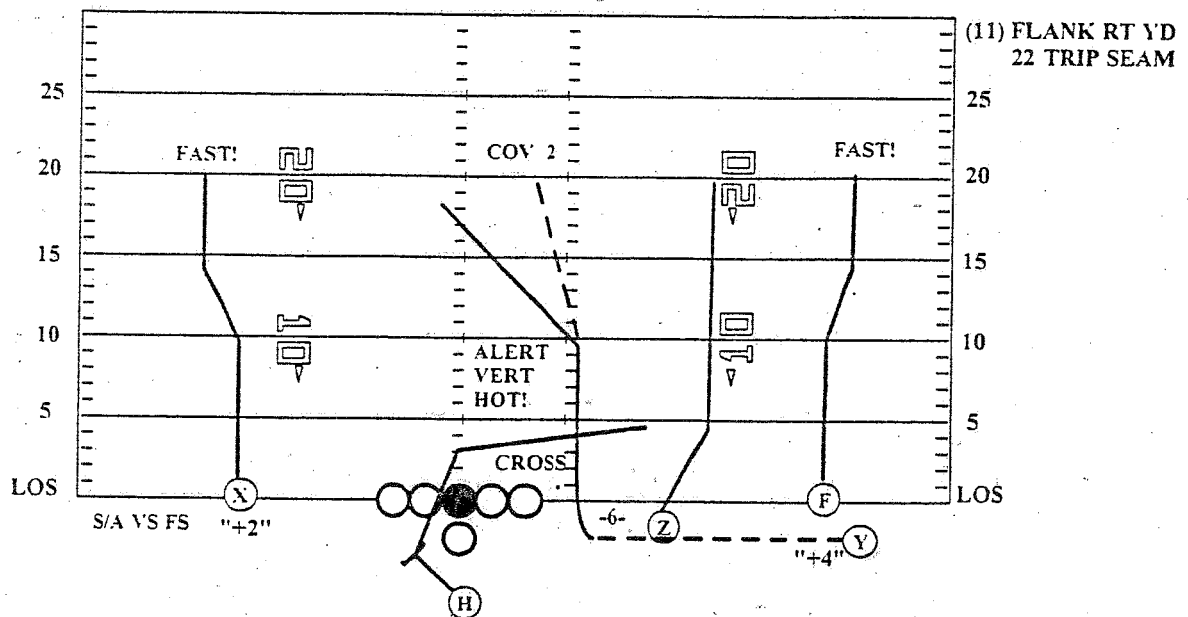
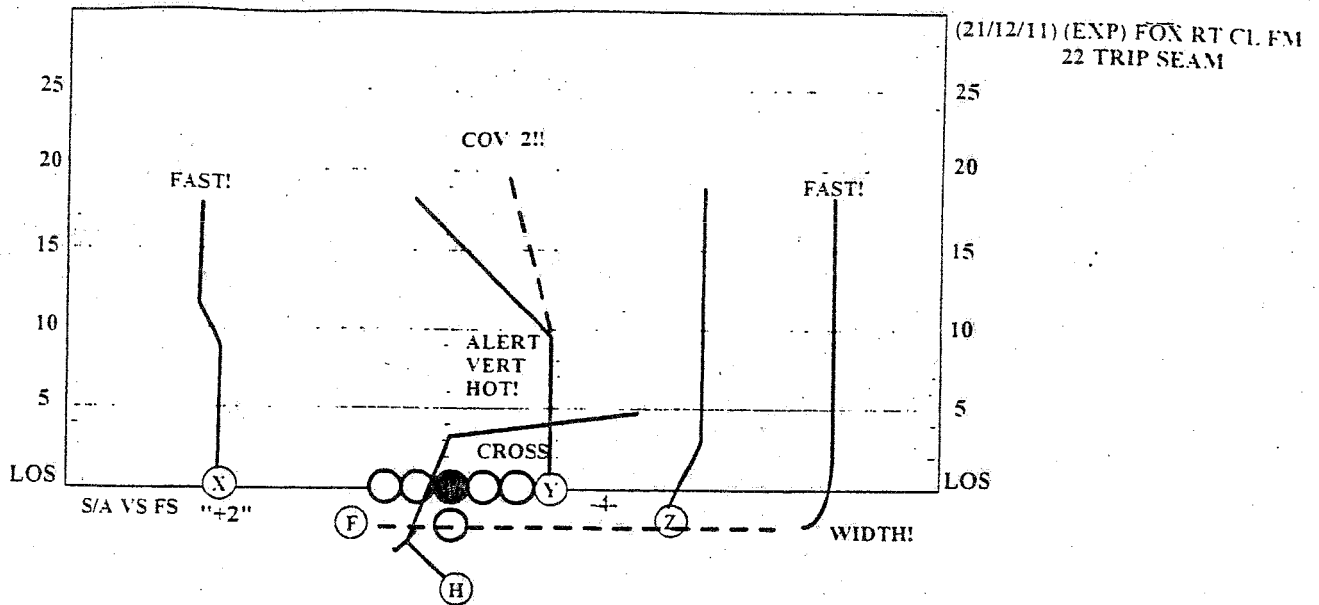
# BASE PASS



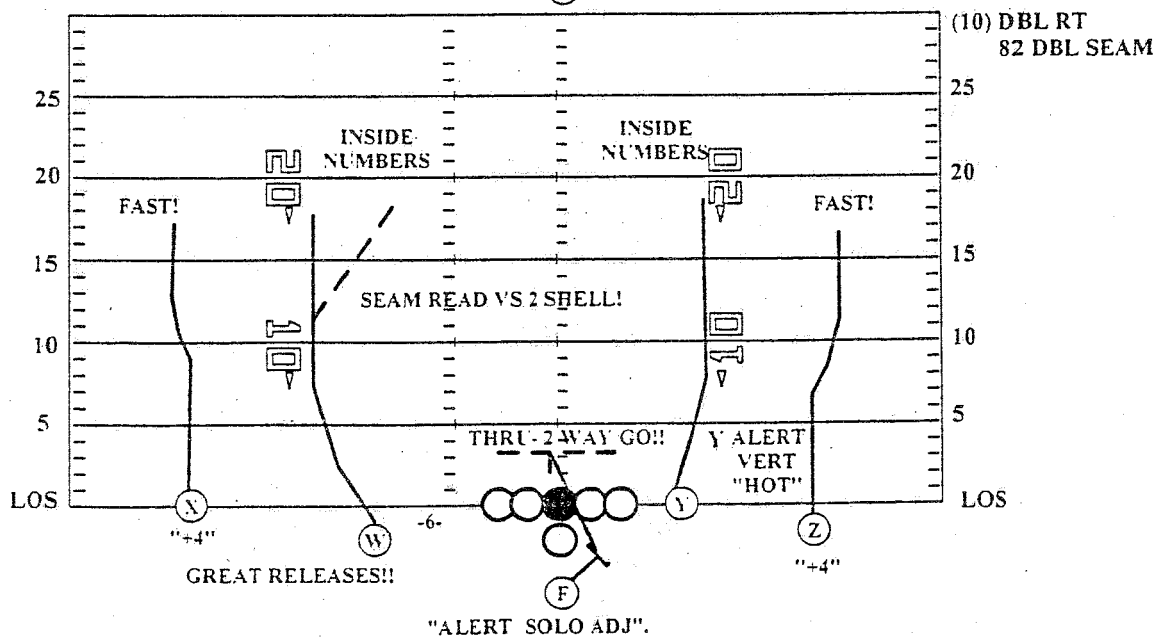
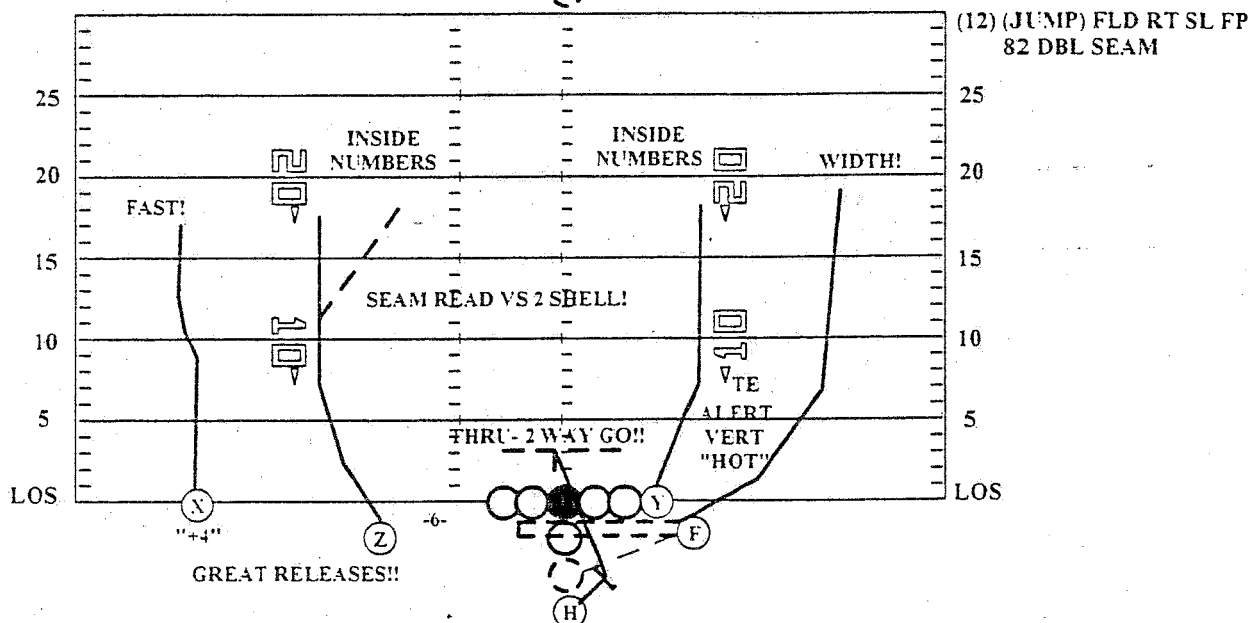
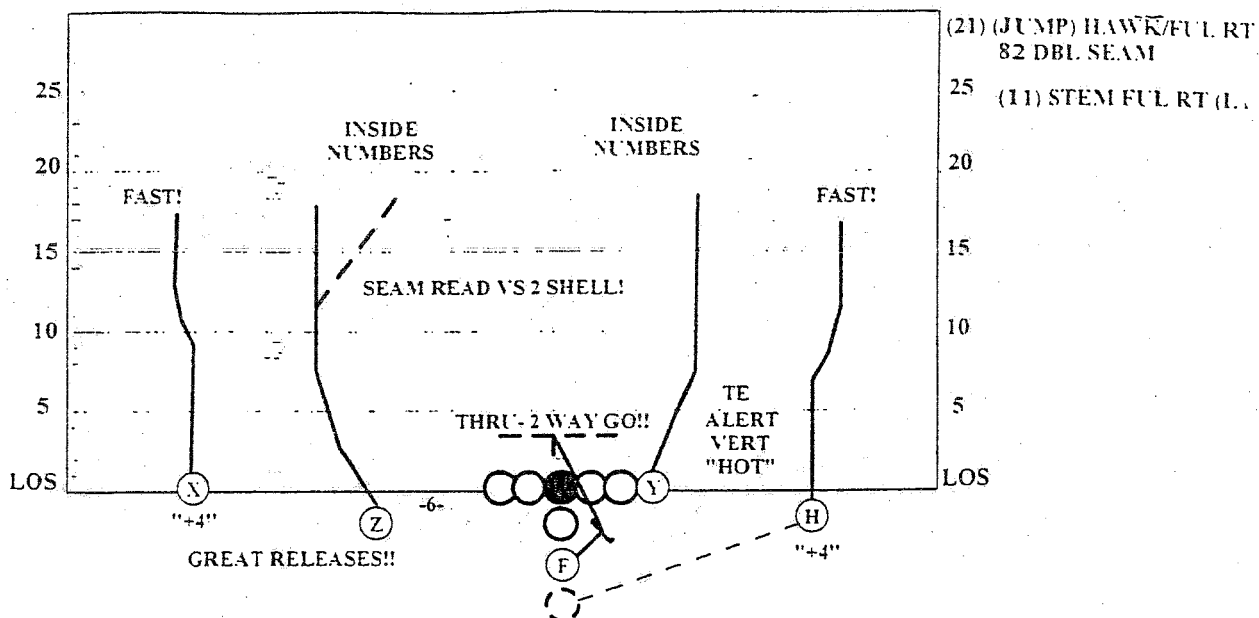
## BASE PASS



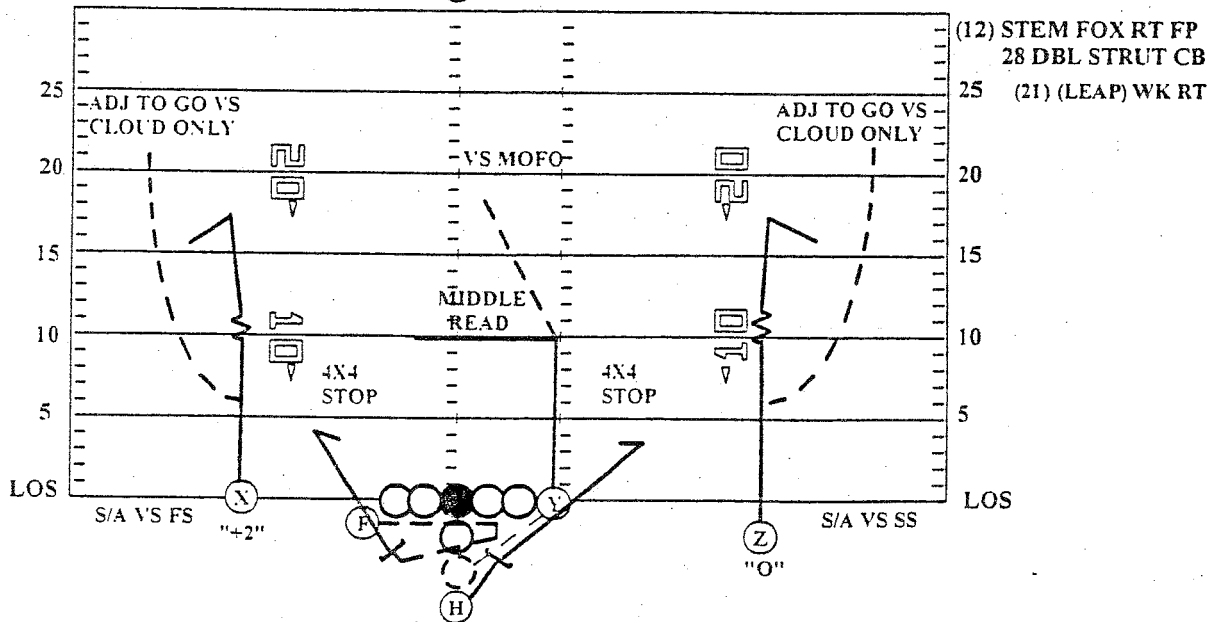
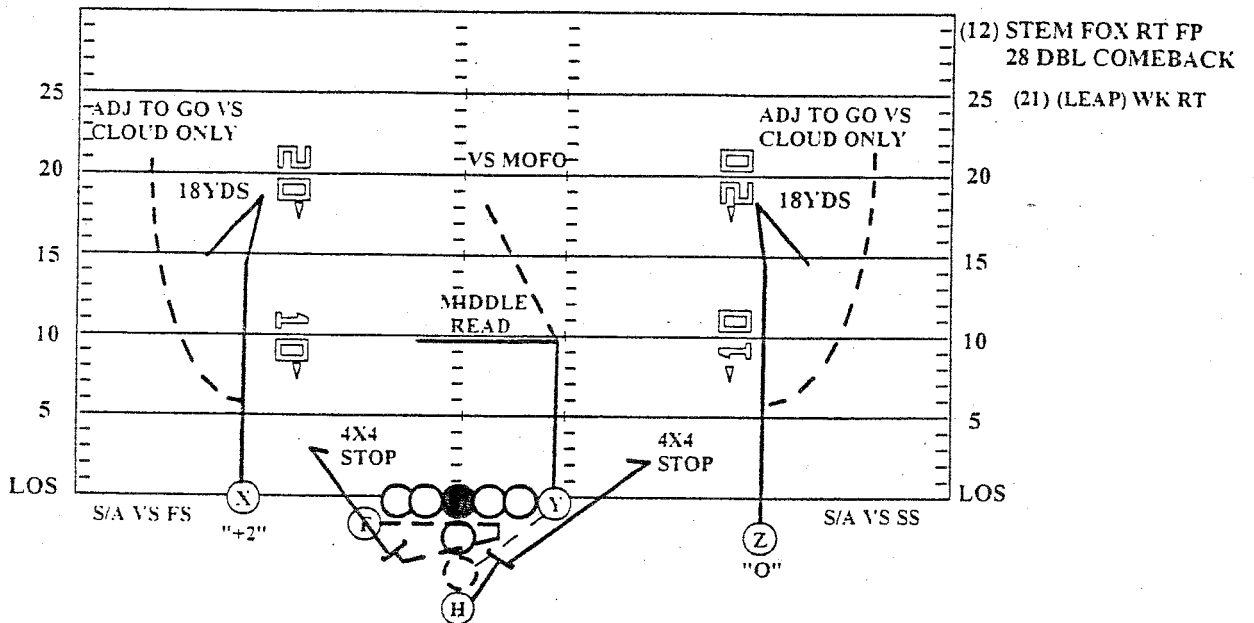
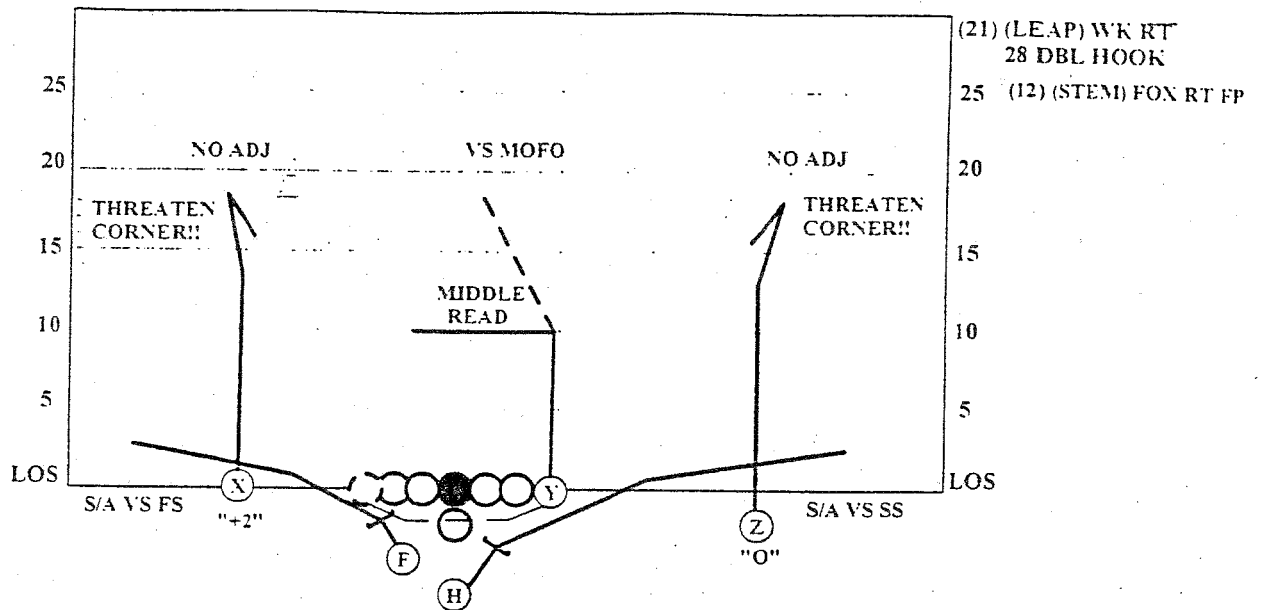
# BASE PASS



# BASE PASS

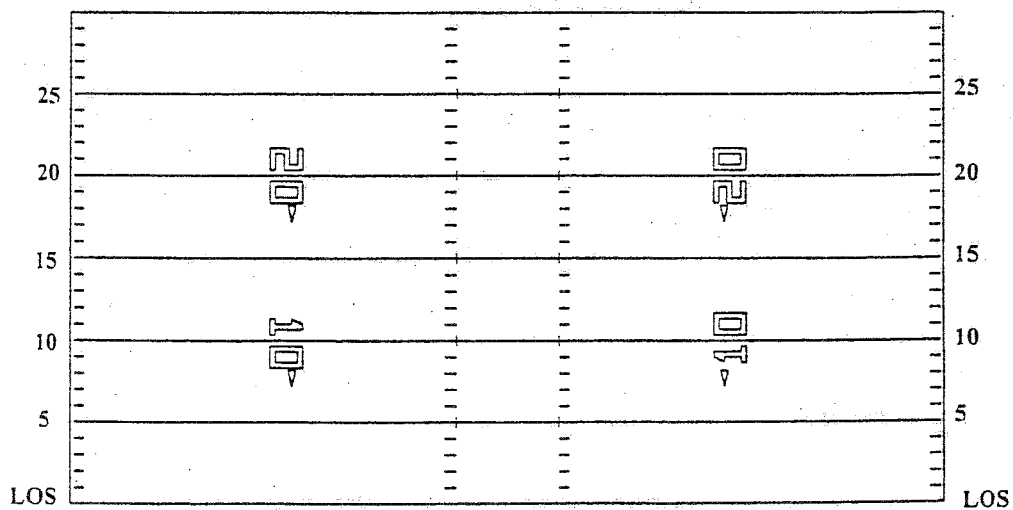
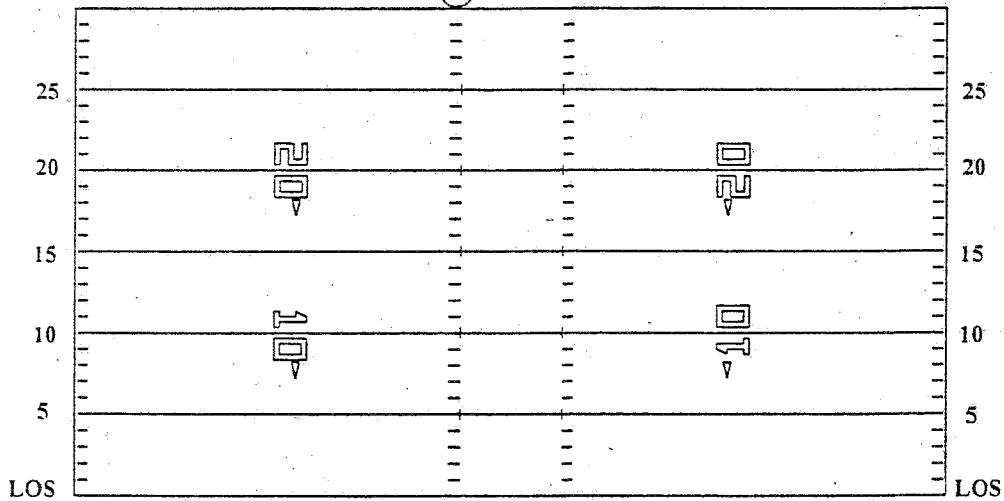
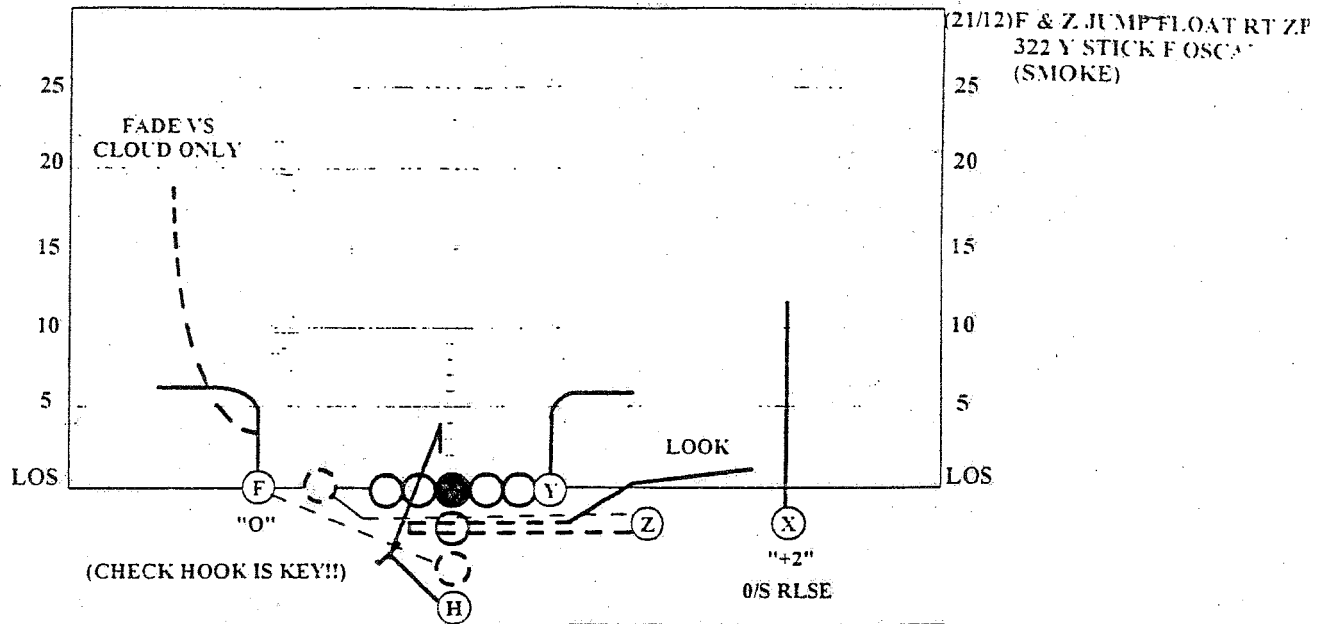


# BASE PASS

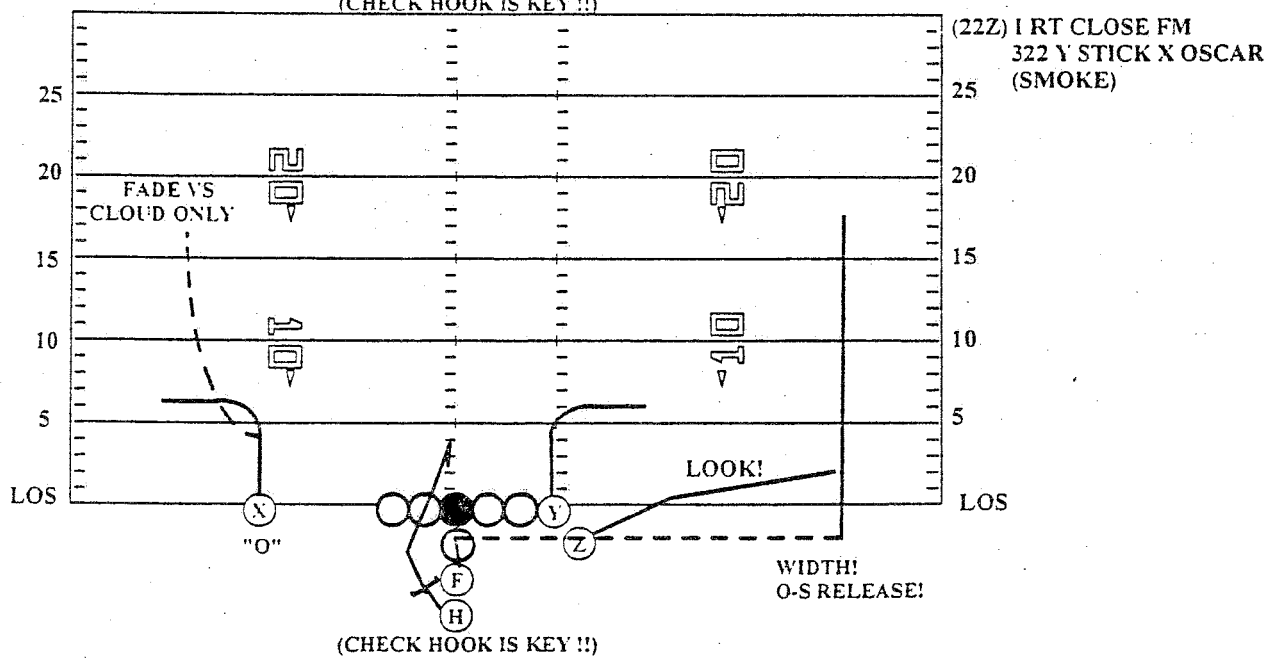
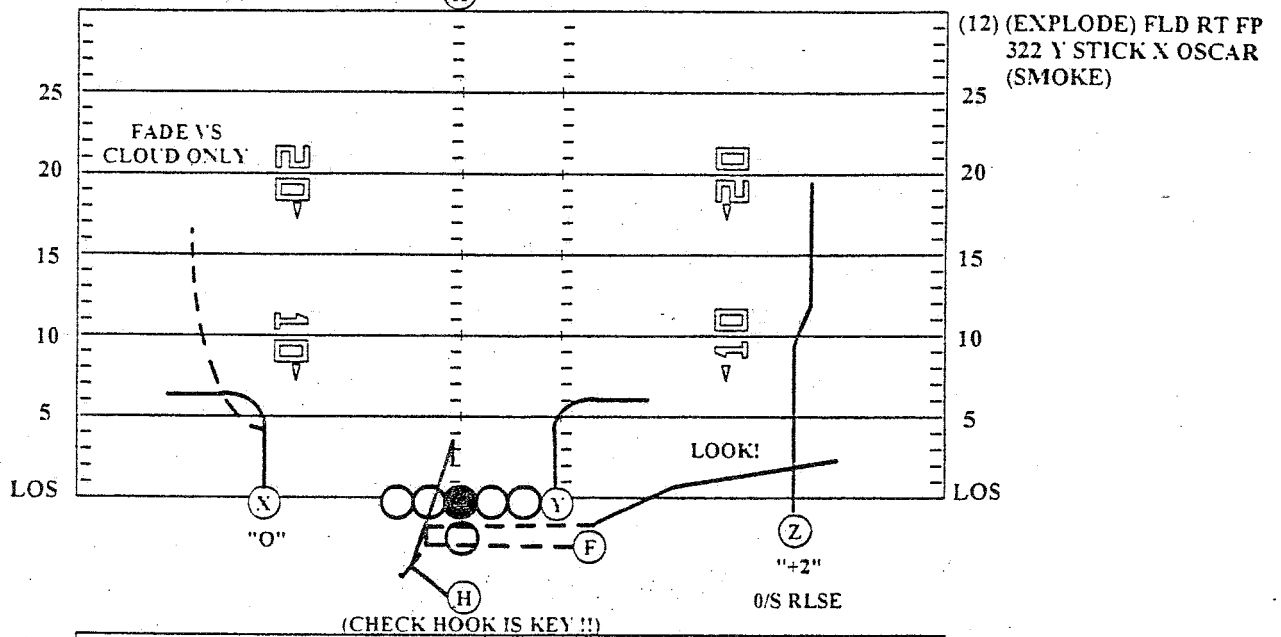
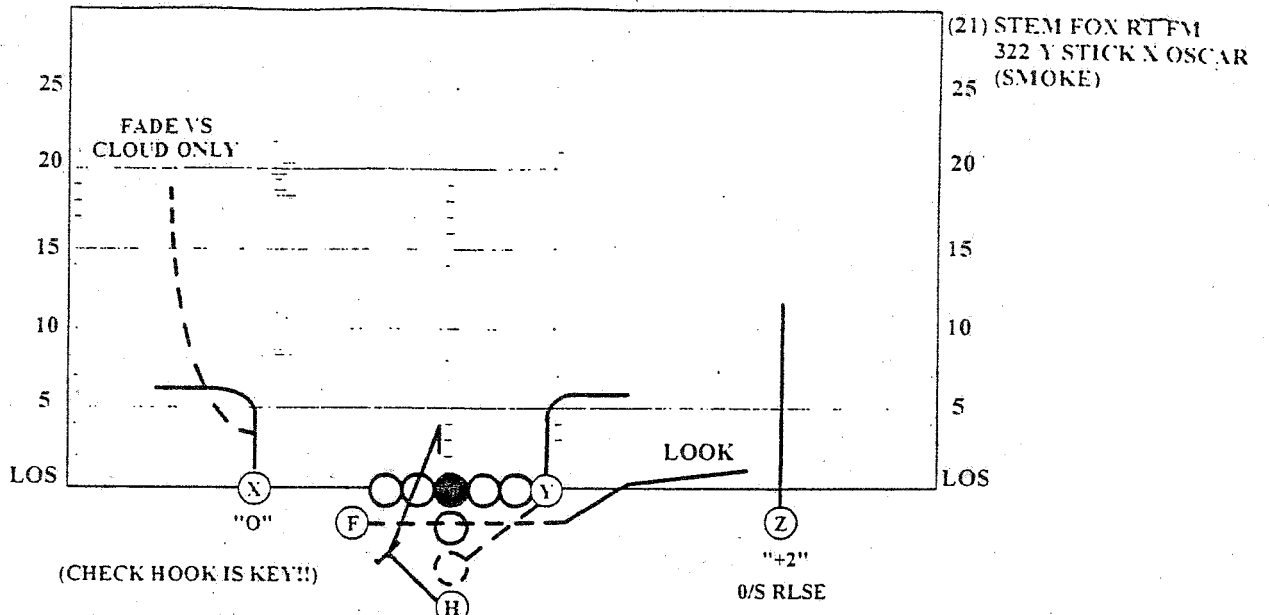




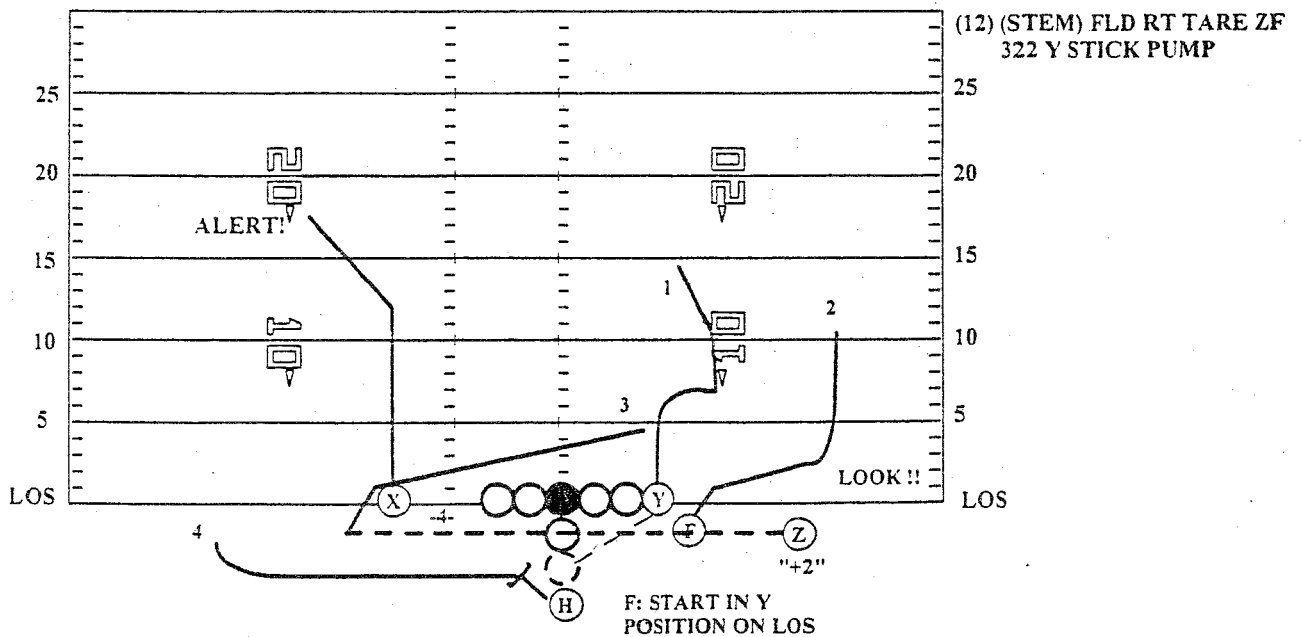
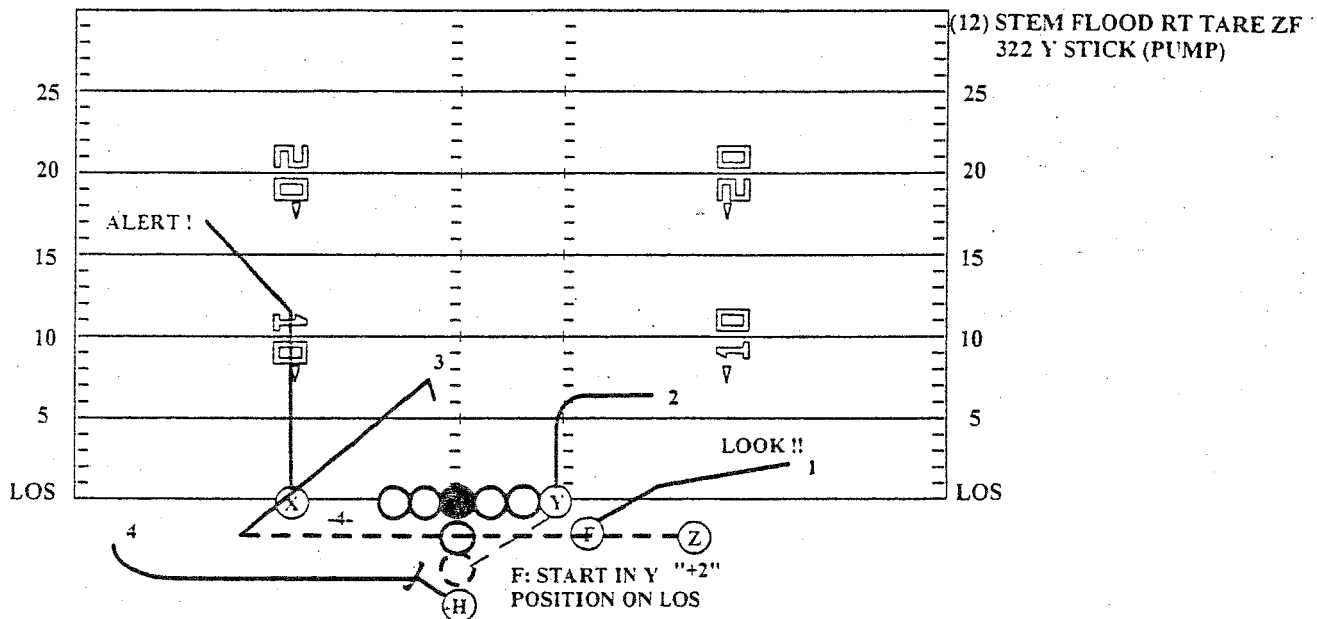
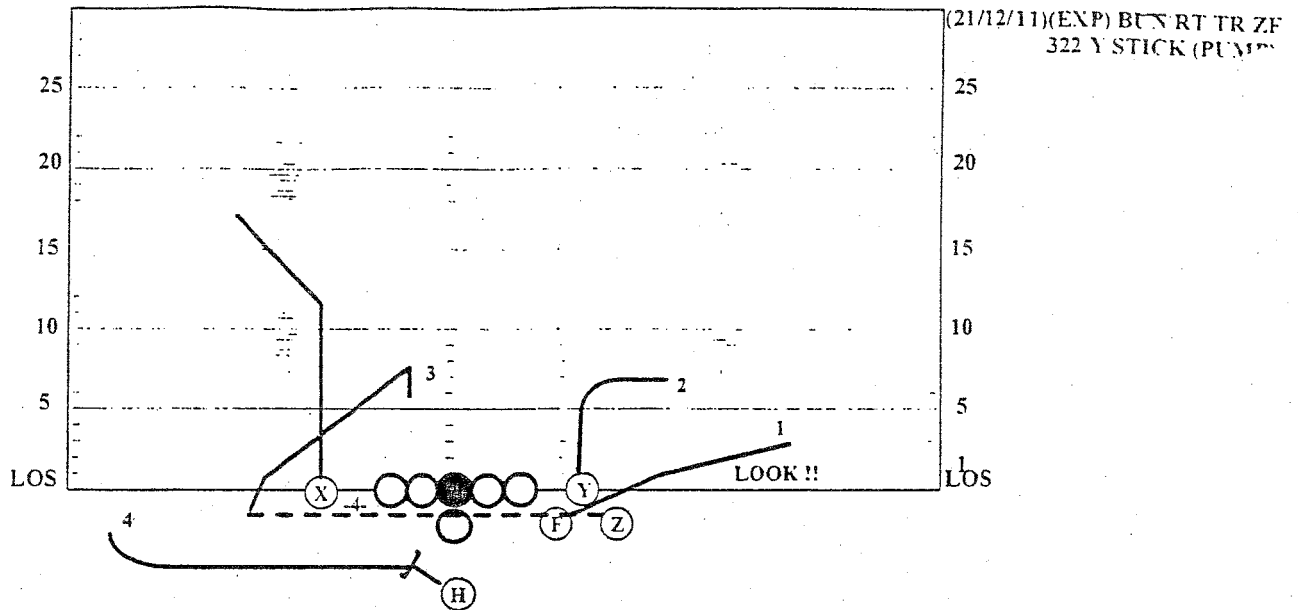
# BASE PASS



# BASE PASS



# BASE PASS



DAY #1 SAT JULY 22<sup>ND</sup> 2000

PM

BASE RUN:

32(33) BASE SCISSORS

38(39) BASE

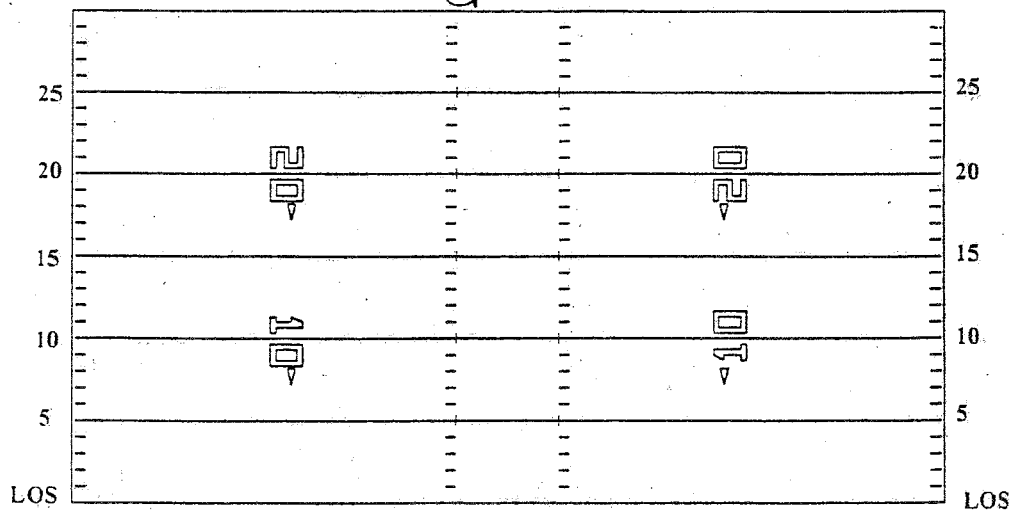
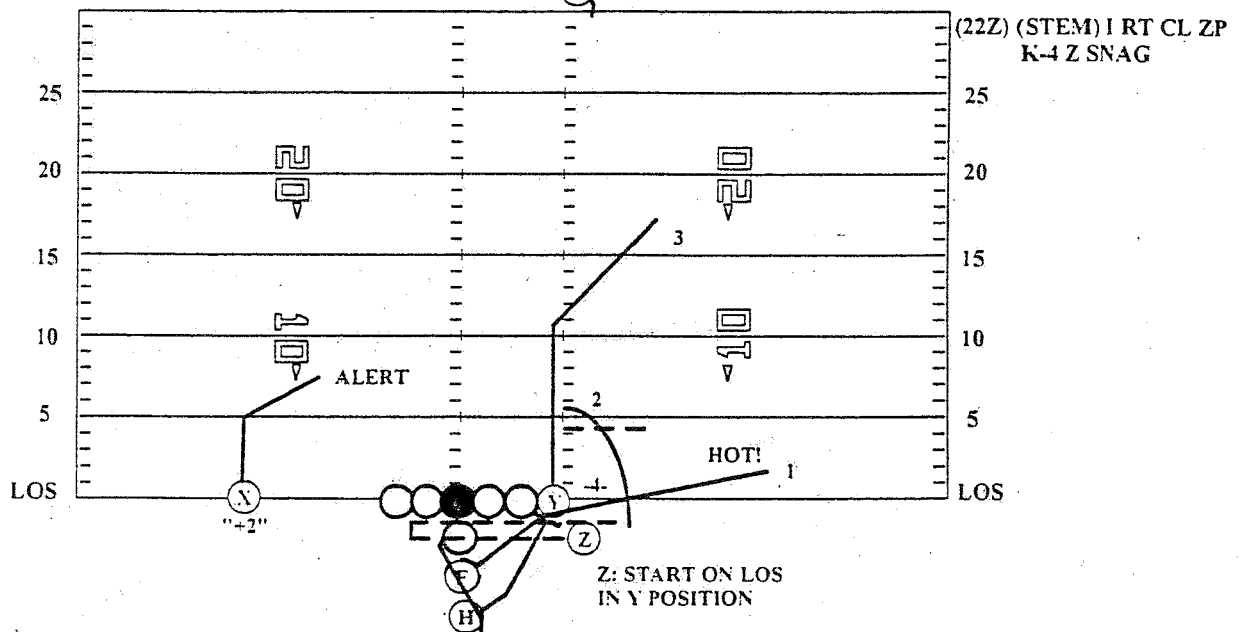
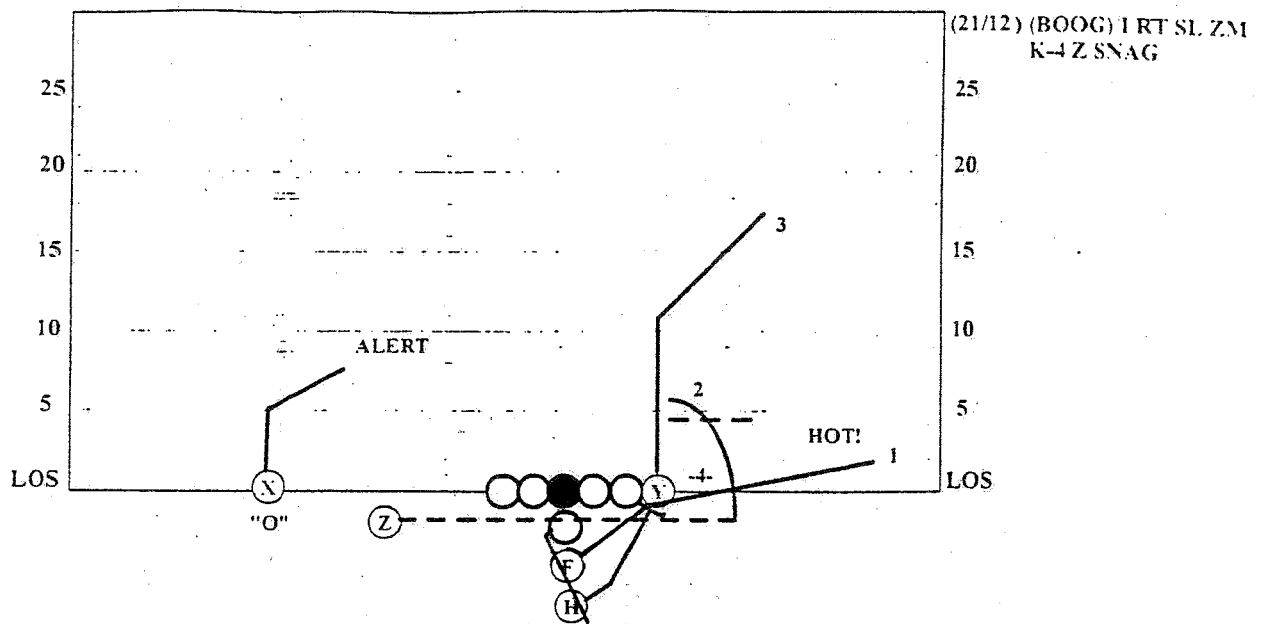
38(39) BUSTER

(21/12) STEM WK FP, (21/12) EXP FLD FF

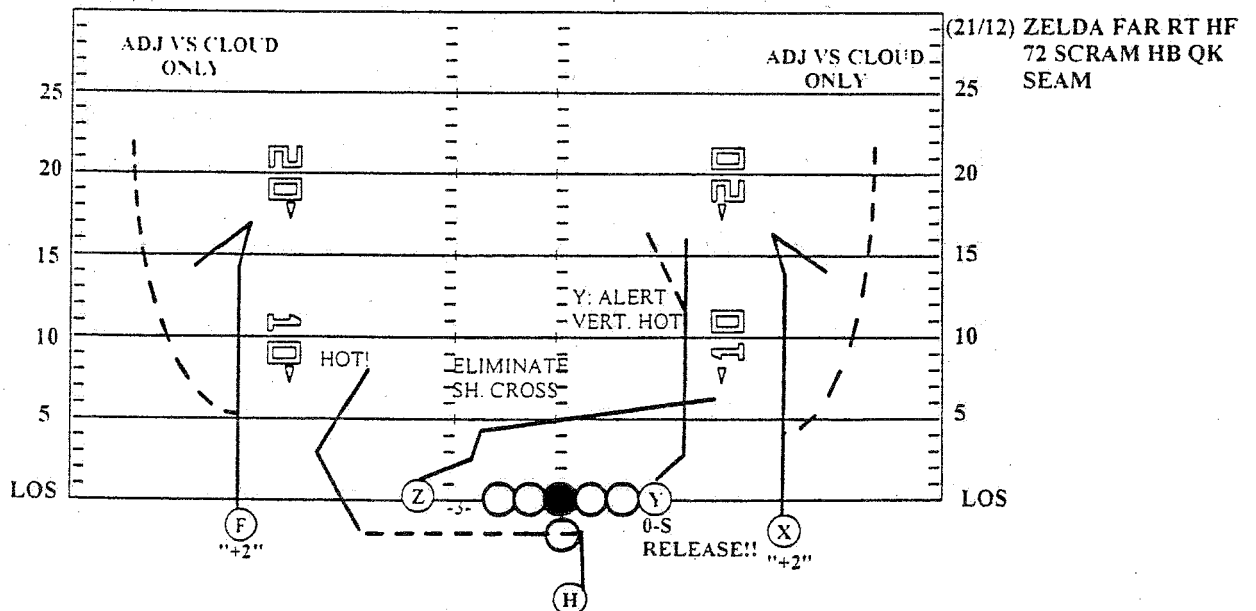
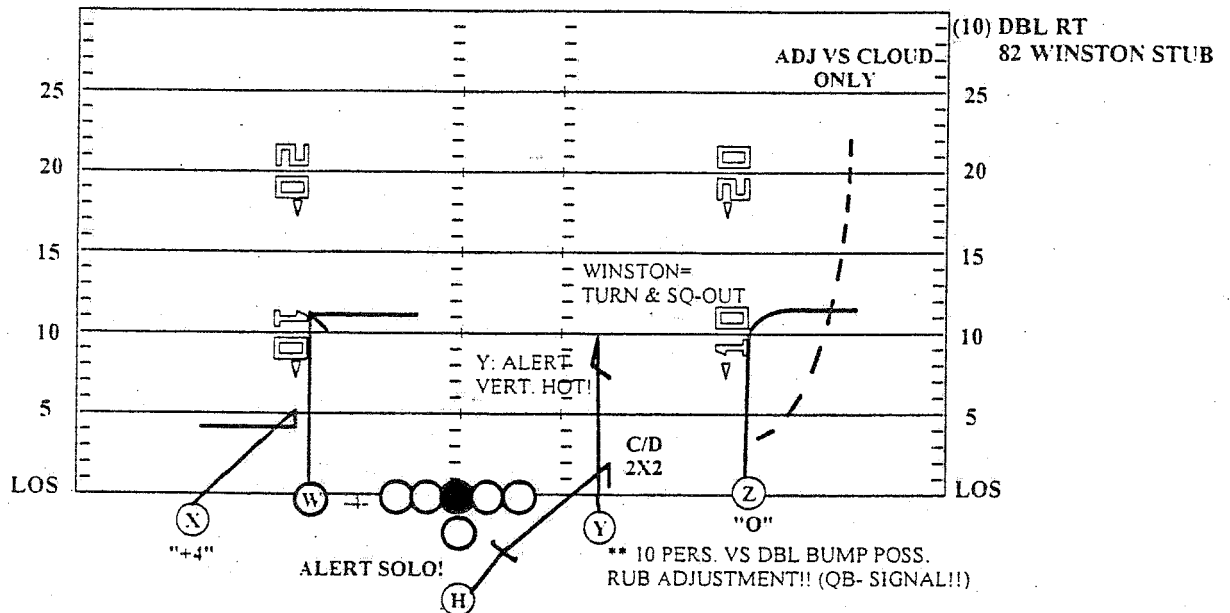
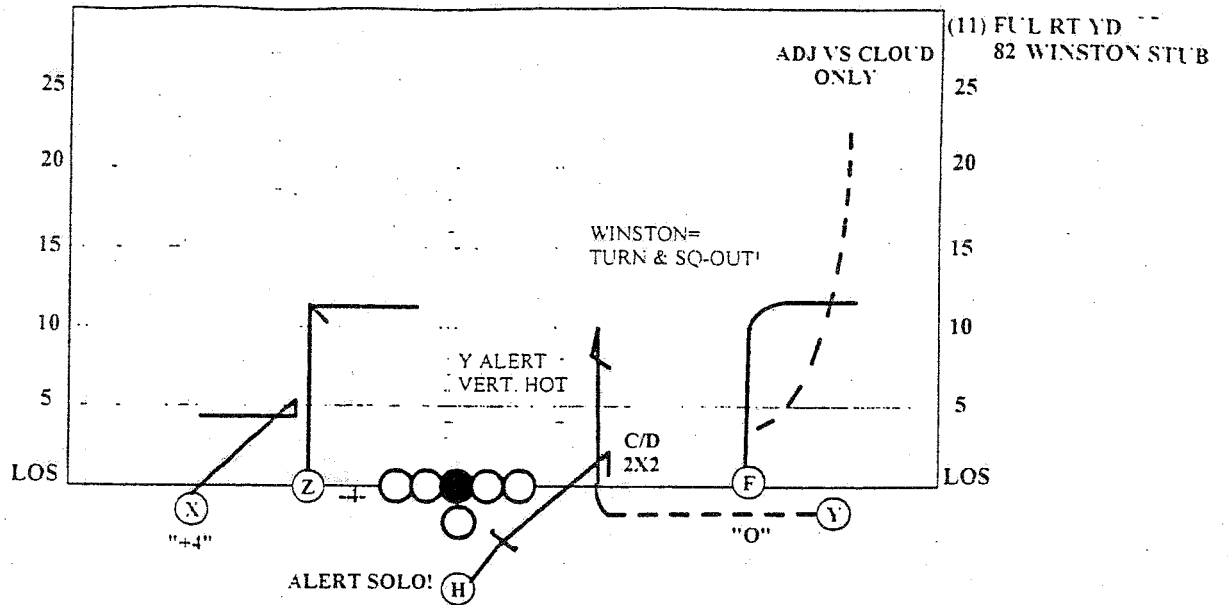
(12) SCAT FAL TW ZM, (21/12/11) JUMP FUL ZP TITE  
(21/12/11) CLUSTER, (21/12) F&Z JUMP FLOAT ZF TITE

(21/12) ZELDA I XF TITE, (21/12) BOOGIE I SL ZP TITE  
(21/12) CLUSTER FM

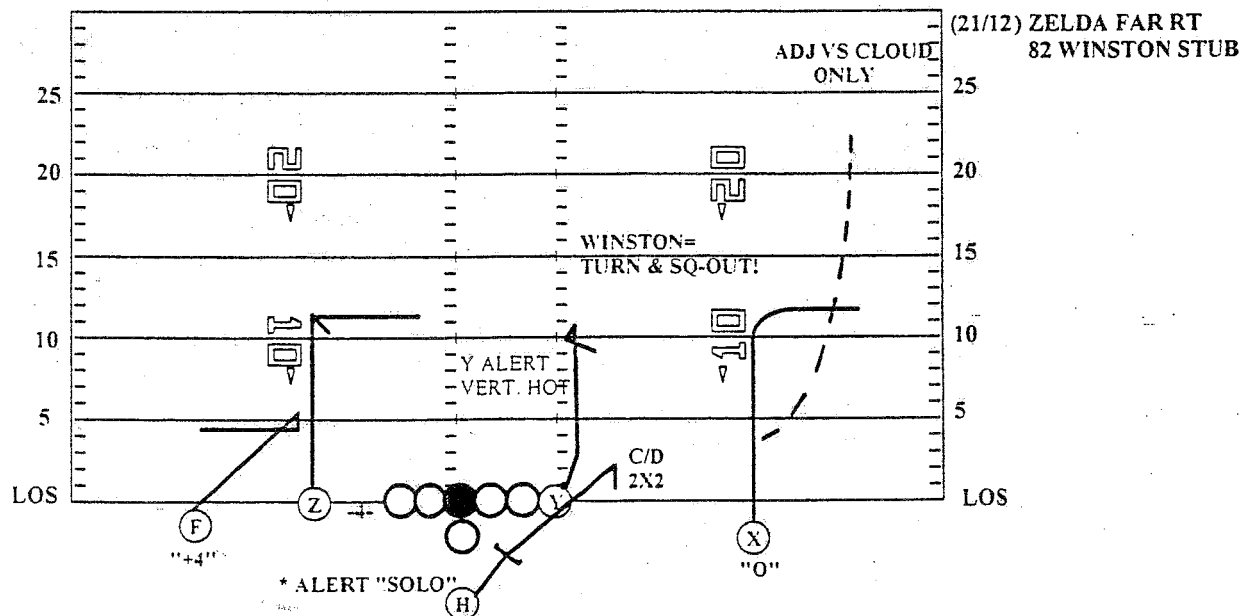
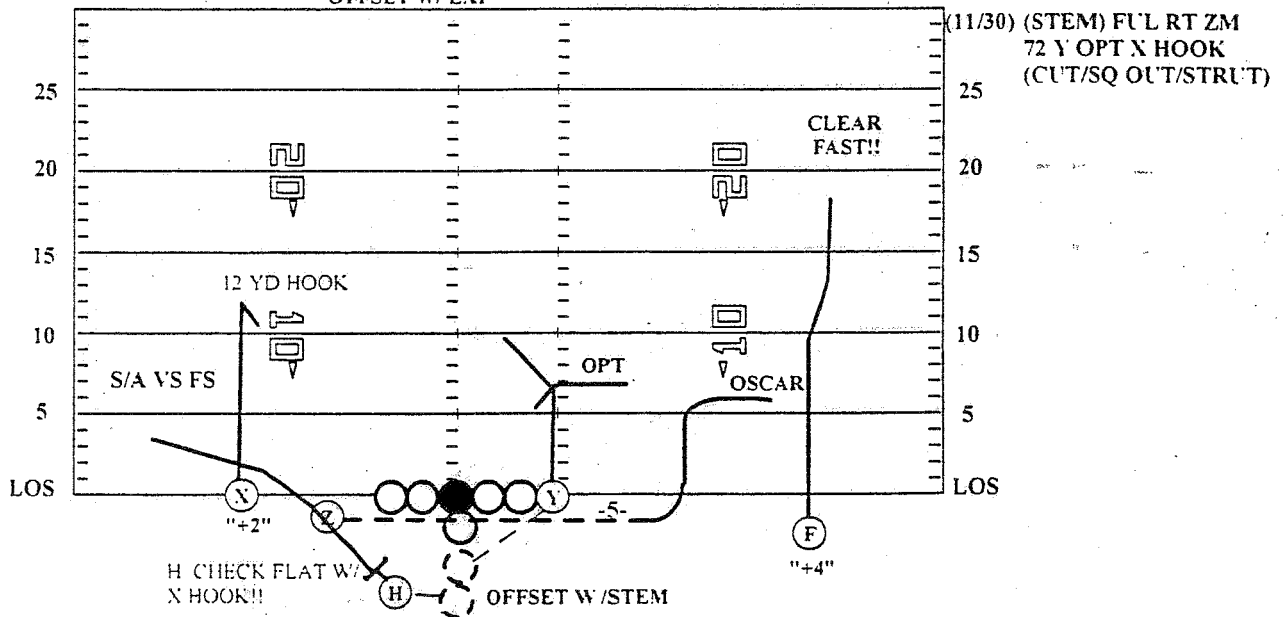
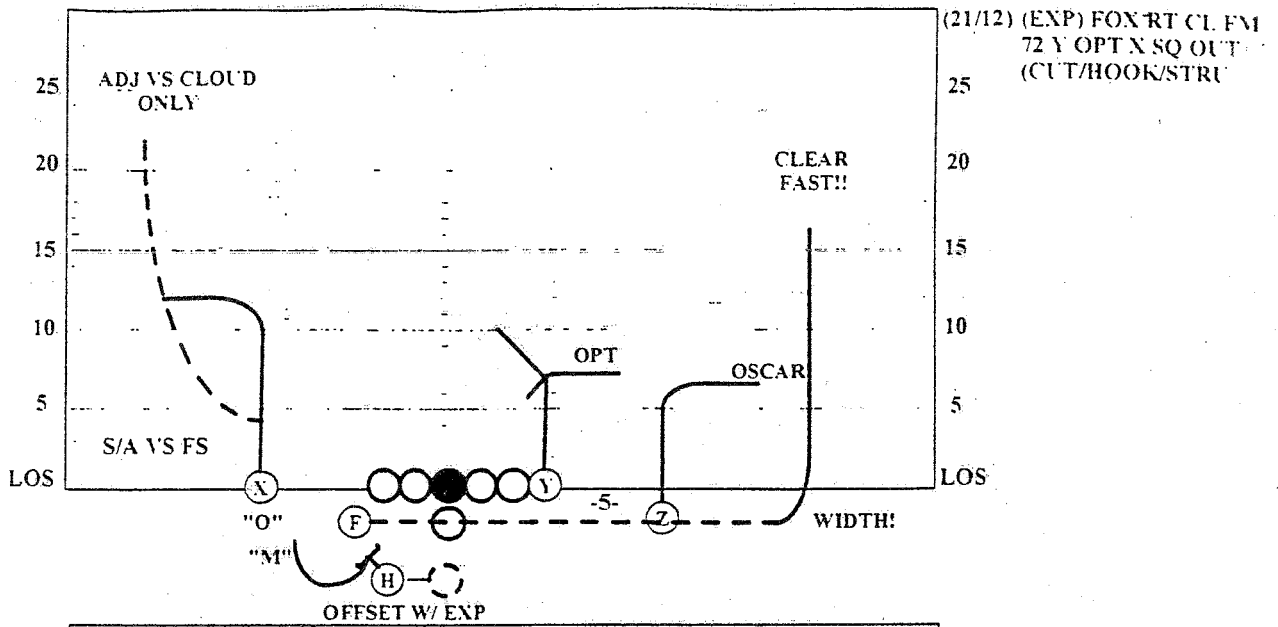
# PLAY ACTION



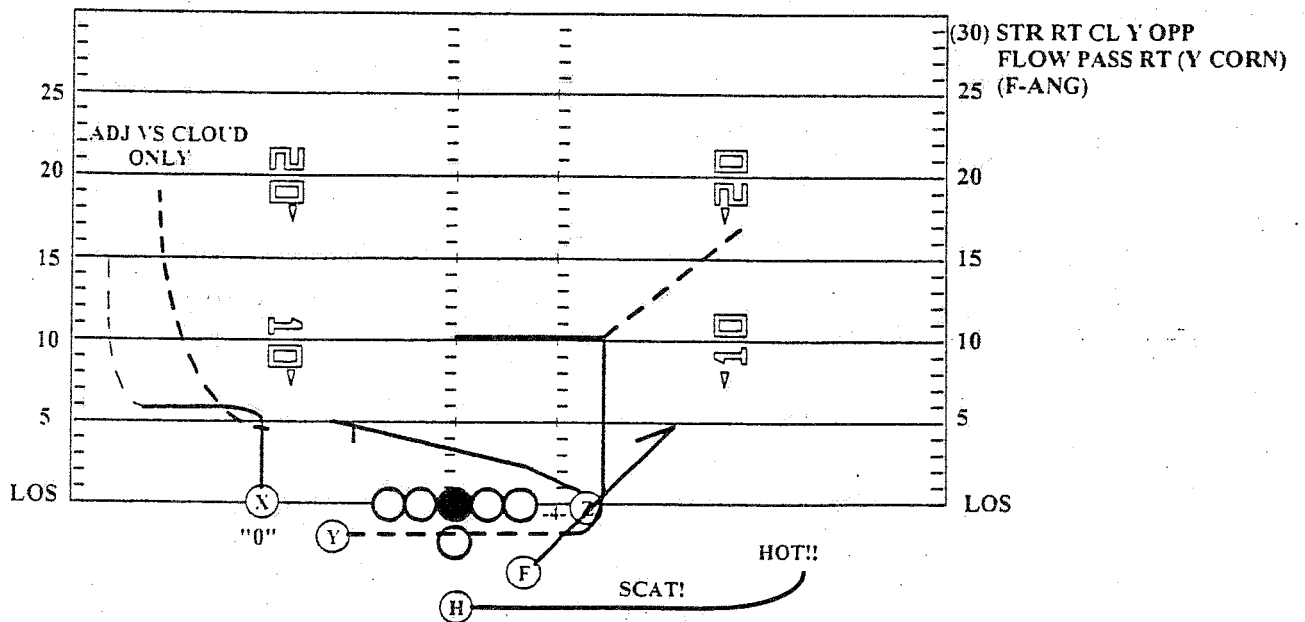
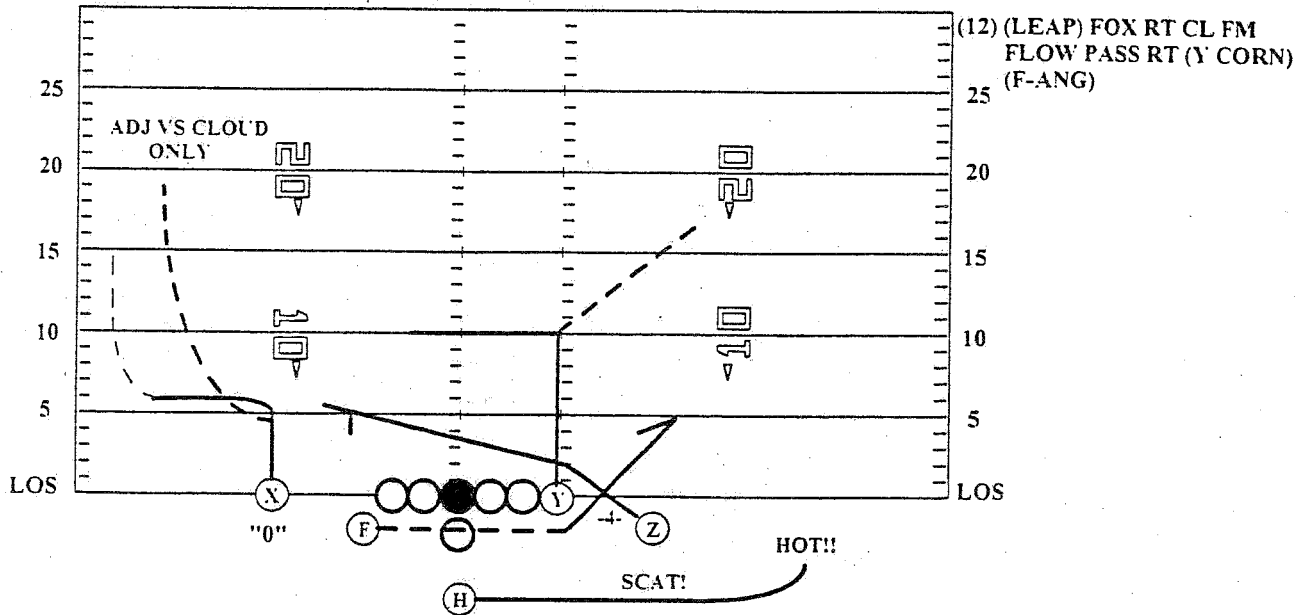
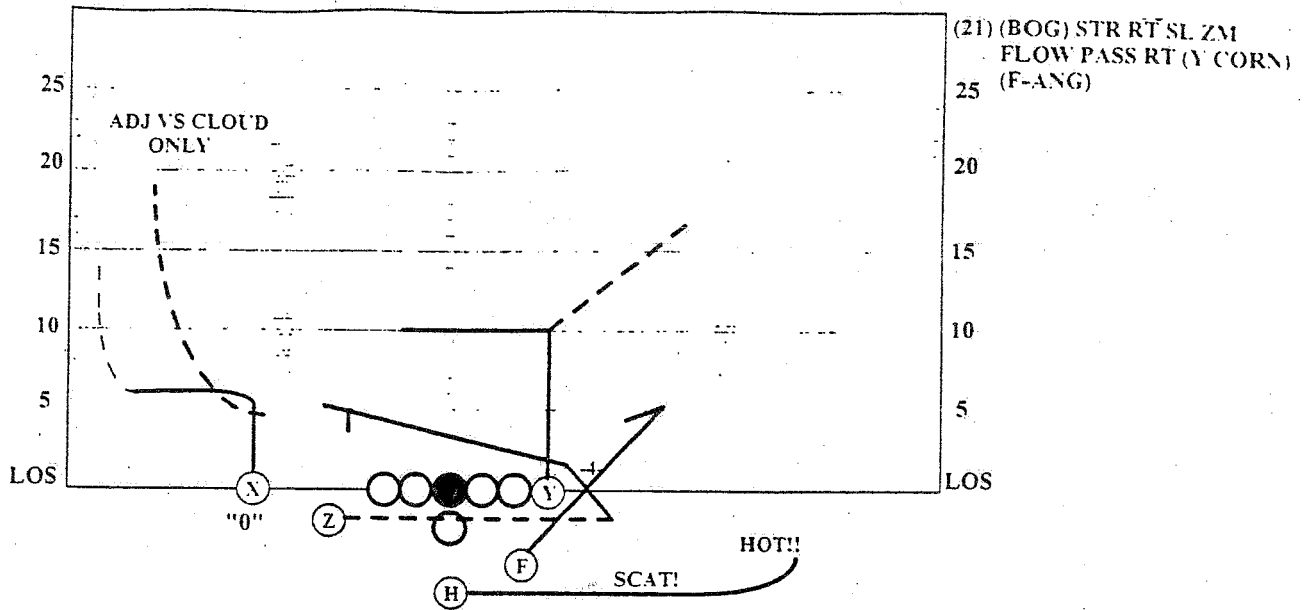
# BASE PASS



## BASE PASS

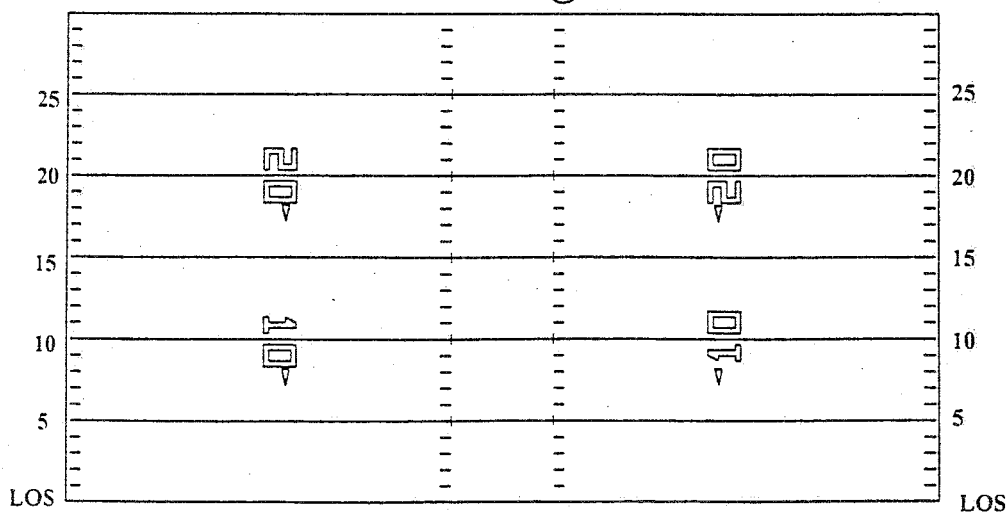
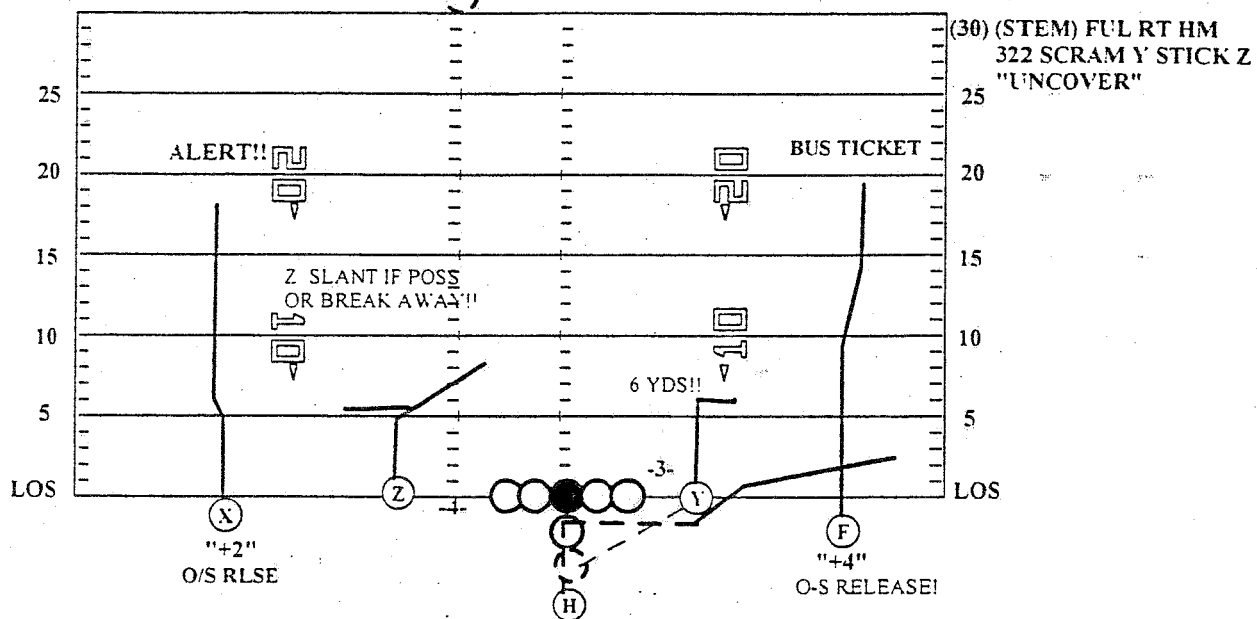
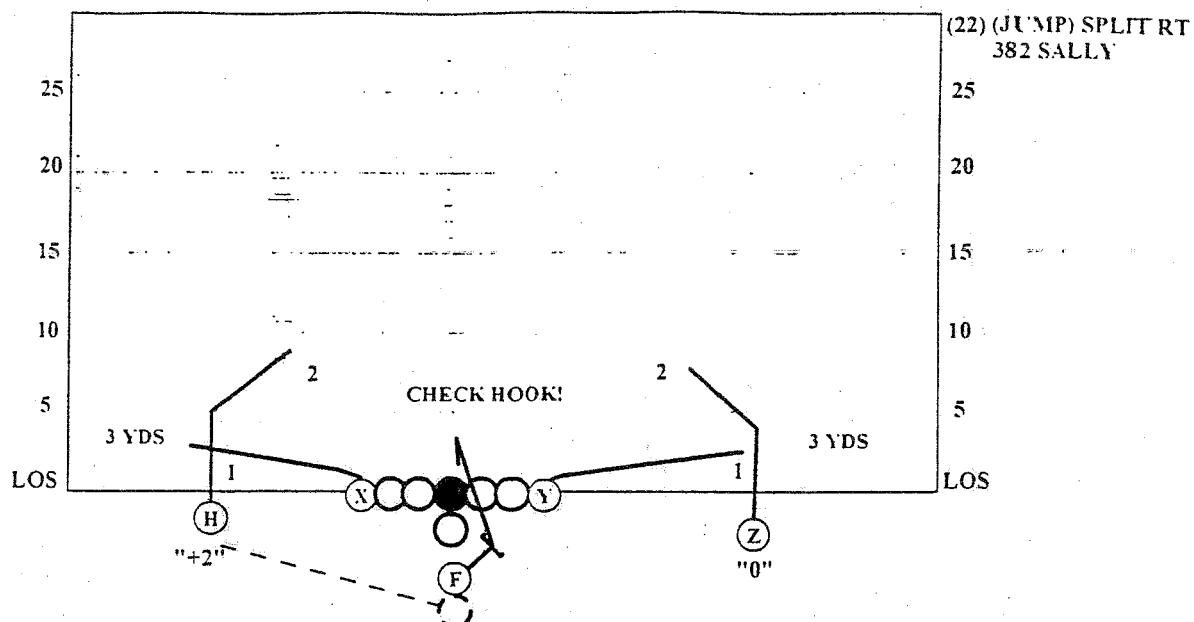


# BASE PASS

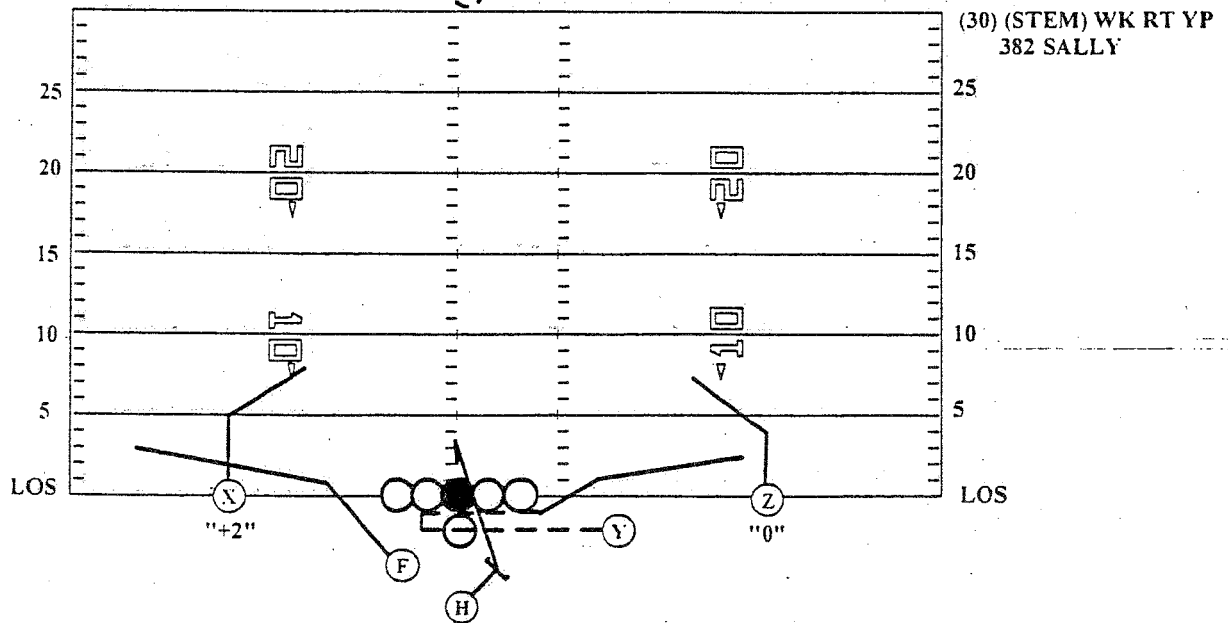
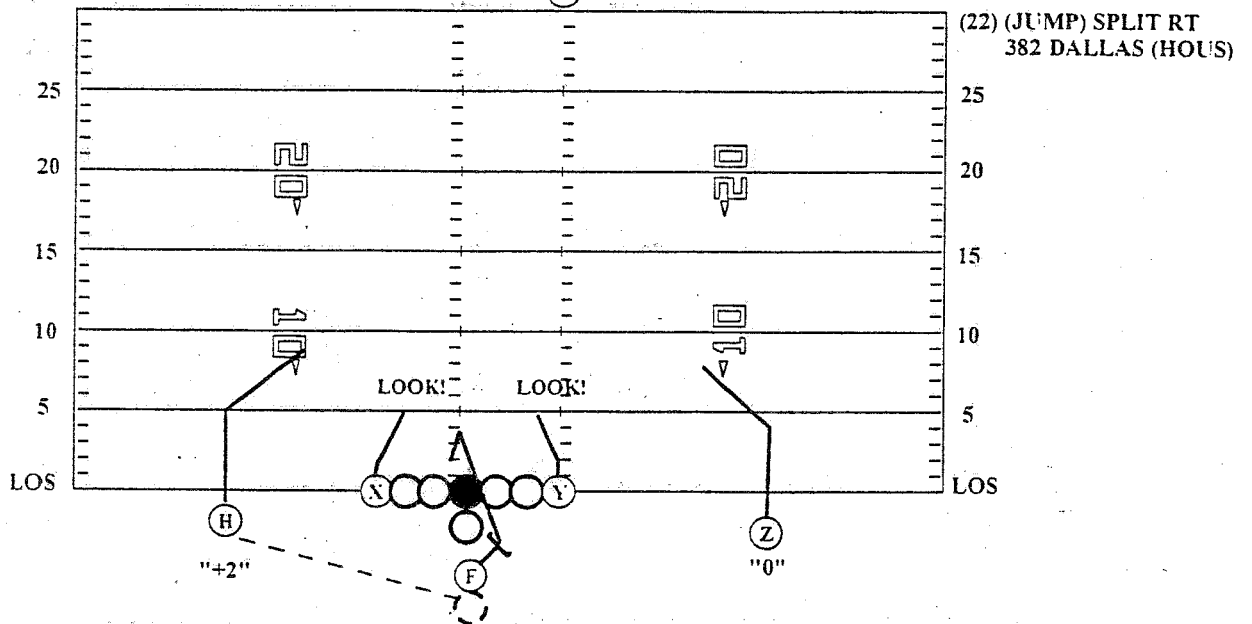
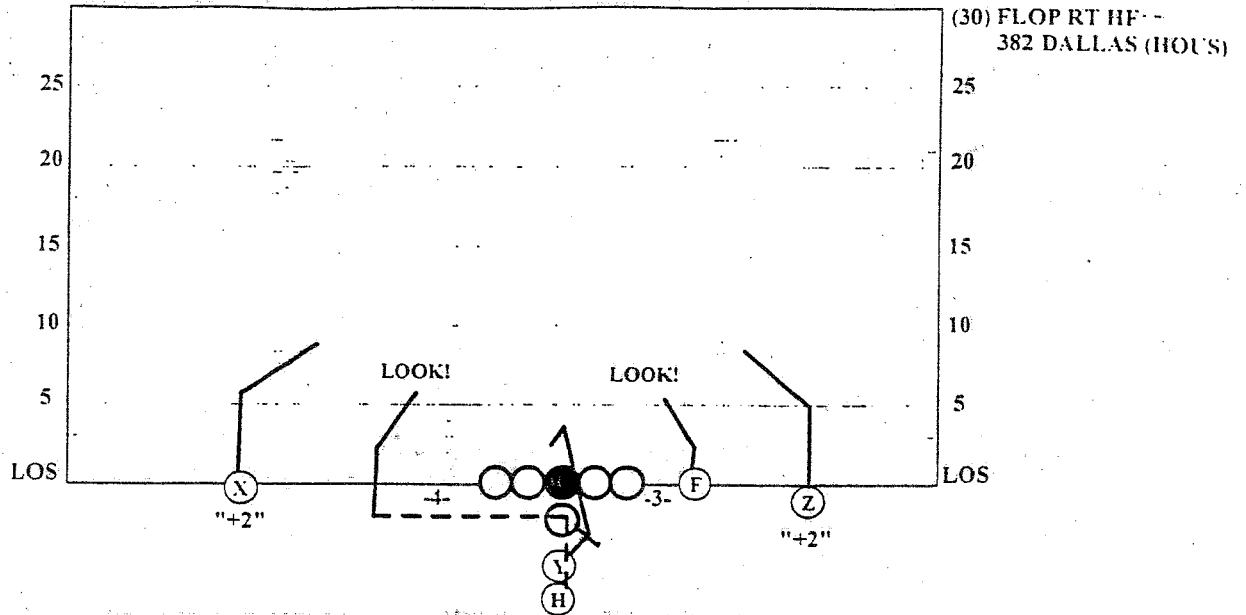




BASE PASS



# BASE PASS



## DAY # 6 THURS. JULY 27<sup>TH</sup> 2000 (PATRIOTS)

### BASE RUN:

37(36) STUTTER Z "F BLUFF"

17(16) JAB O "Z BLUFF"

17(16) JAB O "Z BLUFF" SCISSORS

TOSS 38(39) BOSS

TOSS 38(39) BOSS SINGLE SCISSORS

"ALERT" 14 OTTO

"CWM" 14(15) OTTO K-4(5) RAZOR

(22Z) JOG WK CL ZD, EXP WK CL ZD

(22Z) STEM WK CL ZF, SCAT WK TW ZD

(22Z) STEM WK CL ZF, SCAT WK TW ZD

(21/12) EXP FOX FM, (21) BOG STR SL ZM, (21) SCAT

(21/12) EXP FOX FM, (21) WK FM

(12) FAL RT

(21/12) WK NASTY

## DAY #6 THURS. JULY 27<sup>TH</sup> 2000 (PATRIOTS)

### BASE PASS:

382(383) DALLAS (HOUS)  
382(383) SALLY  
322(323) SCRAM Y STICK Z UNCOVER  
FLOW PASS RT(LT) (Y-CORNER) (F-ANG)

72(73) Y OPTION X SQ-OUT (CUT/HOOK/STRUT)  
82(83) WINSTON STUB  
72(73) SCRAM HB Q-SEAM  
72(73) SCRAM Z JERK  
72(73) SCRAM Z HANK  
24(25) DBL SQ-OUT/GO STRUT  
(BKS RT/LT/CRZY) ROG(LOU)  
28(29) DBL CB HK  
(BKS RT/LT/CRZY) ROG(LOU)

(30) FLOP HF. (22) (JUMP) SPLIT  
(30) (STEM) WK YP. (22) (JUMP) SPLIT  
(30) (STEM) FUL HM  
(21) (BOG) STR SL ZM. (12) (LEAP) FOX CL FM  
(30) STR CLOSE YOP  
(21/12) (EXP) FOX CL FM. (11/30) (STEM) FUL  
(21/12) (ZELDA) FAR. (11) FUL YD. (10) DBL  
(21/12) ZELDA FAR HF  
(21/12) ZELDA FAR HF  
(21/12) ZELDA FAR HF  
(200) RD  
(200) RD

### PLAY ACTION:

K-4(5) Z SNAG  
SPIDER 5(4) Z SAIL

(21/12) (BOG) I SLOT ZM. (22Z) (STEM) I CL ZP  
(21/12) ZELDA I XF. (22Z) STEM I CL ZF

### ACTION:

DASH RT(LT) Z HUNT  
SPRINT RT Z IN  
SPRINT RT Y COR

(11) FLK YOPP  
(200) RD  
(200) RD

### SCREENS:

SPRINT RT X IN SCR LT H  
SPRINT RT X IN SCR LT F

(21) WK LT TWIN NASTY XF  
(21/12) (SCAT) FLD LT SLOT

### SPECIALS:

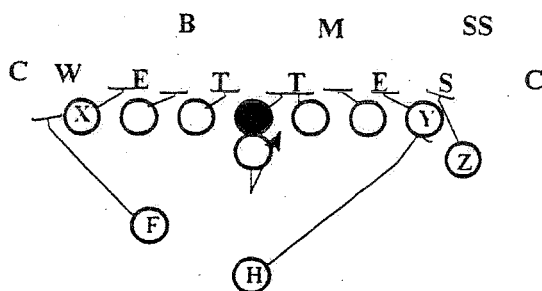
FK 32 BASE SCISSORS X AROUND RT

(21/12) EXP FLD RT FF



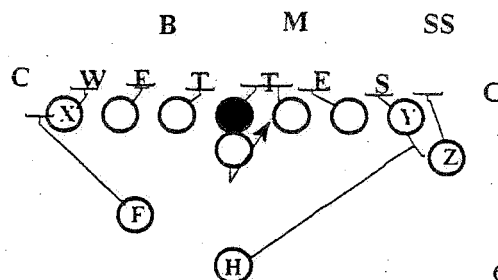
# QB SNEAK RT

(23) WK RT



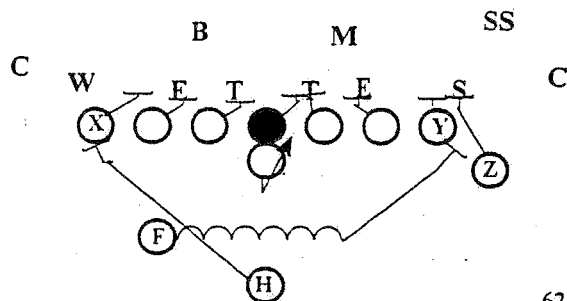
62

(23) SCATTER WK RT



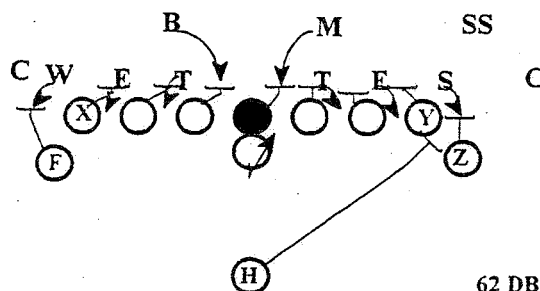
62 GAPS

(23) STEM WK RT FM



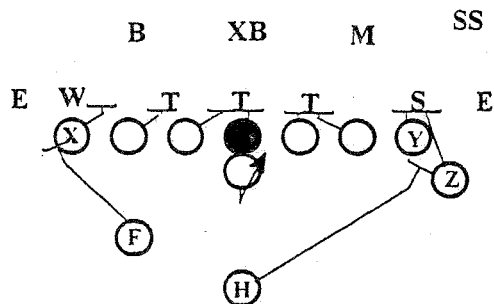
62 TIGHT

(23) STEM FAR RT



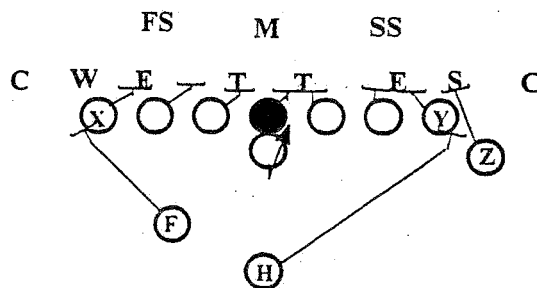
62 DBL

(23) WK RT



BIG BEAR

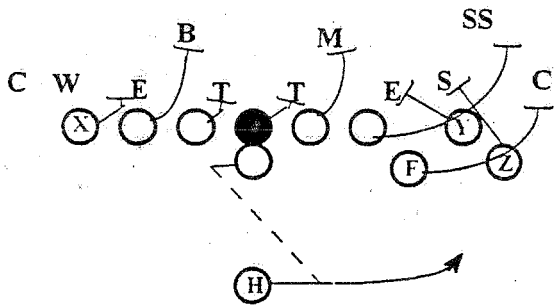
(23) WK RT



65

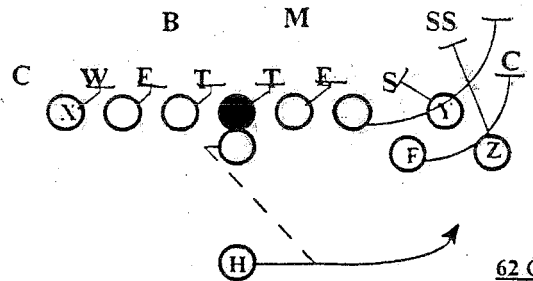
# TOSS 38 (39) CRACK

(23) BUNCH RT



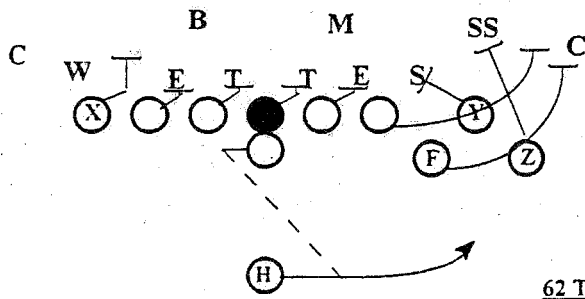
62

(23) BUNCH RT



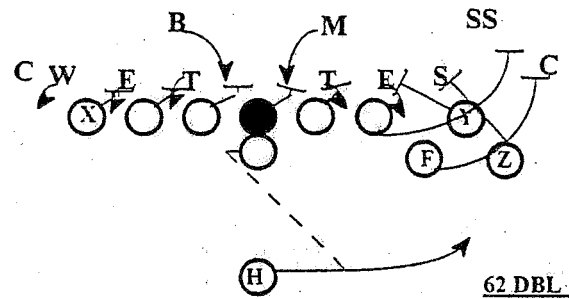
62 GAPS

(23) SCATTER BUNCH RT



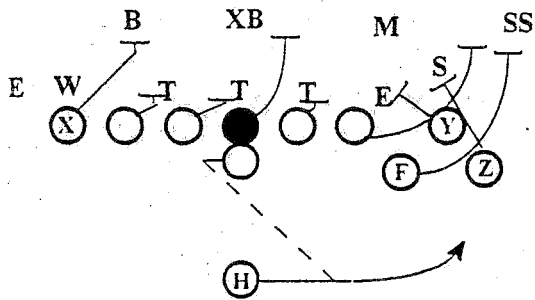
62 TIGHT

(23) SCATTER BUNCH RT



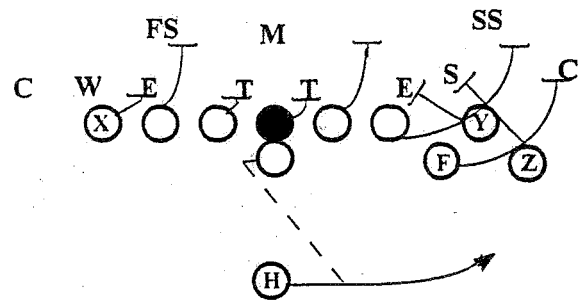
62 DBL

(23) STEM BUNCH RT



BIG BEAR

(23) F & Z JUMP BUNCH RT



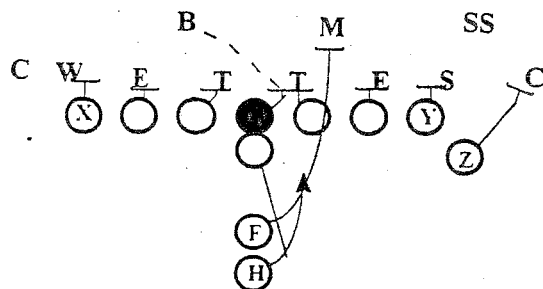
65

# 32 (33) BLAST (STORM)

(23) STEM I RT

POSS. SWOOP

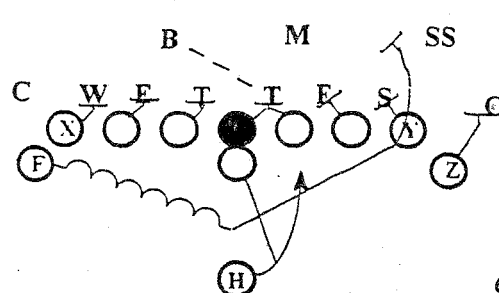
STICK BACK B



62

(23) JOG FAR RT FM

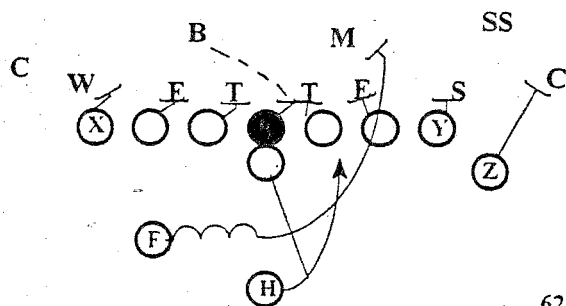
STICK BACK B



62 GAPS

(23) STEM WK RT FM

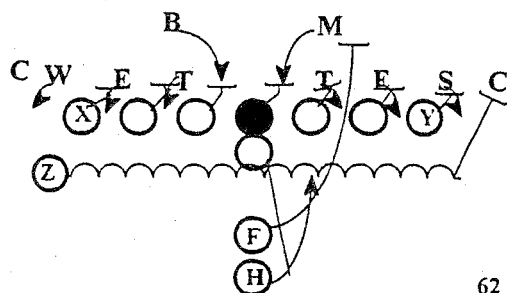
STICK BACK B



62 TIGHT

(23) I RT ZOP

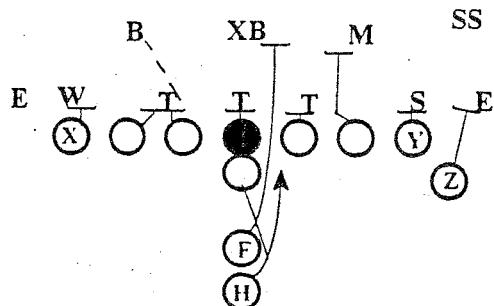
SS SWOOP FRONT



62 DBL "A"

(23) STEM I RT

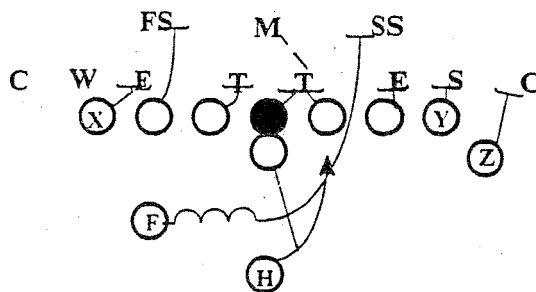
DUCE OUT M



BIG BEAR

(23) SCATTER WK RT FM (32 BLAST OR BLAST STORM)

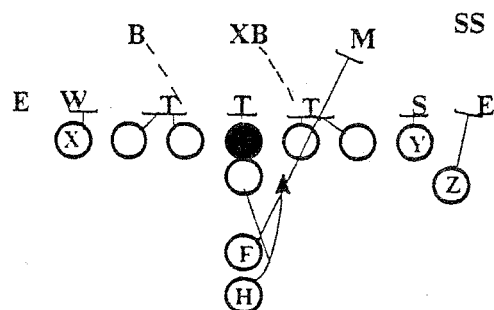
SWOOP STICK M



65

(23) STEM I RT (32 BLAST STORM)

DUCE

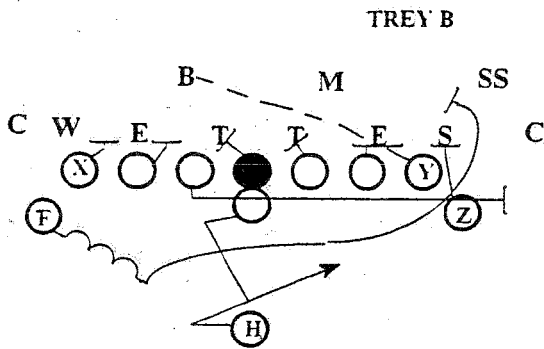


BIG BEAR



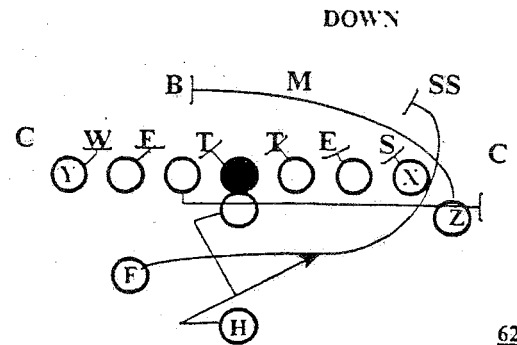
# 38 (39) CTR "F" LOAD

(23) JOG FAR RT F DIVIDE



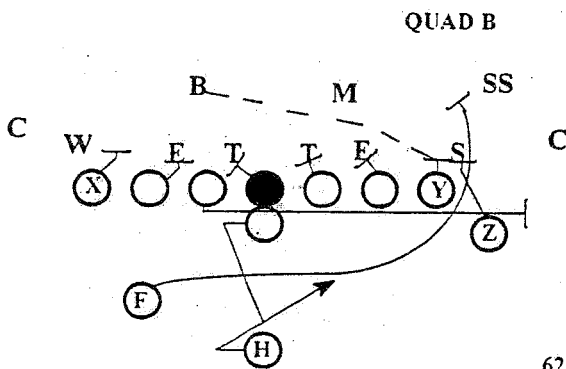
62

(23) F & Z SHIFT STR LT TWINS



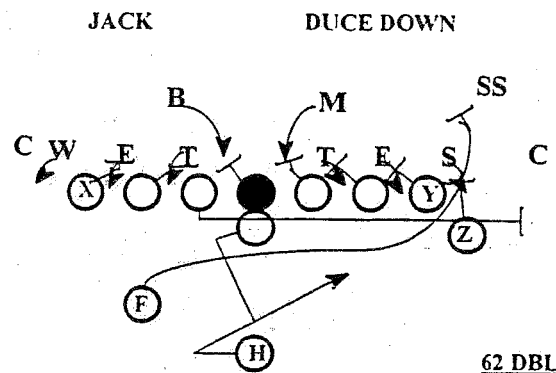
62 GAPS

(23) STEM WK RT



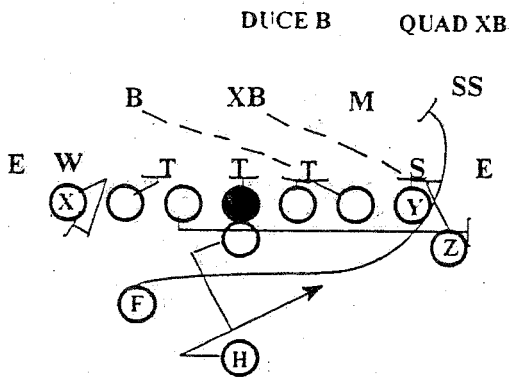
62 TIGHT

(23) STEM WK RT



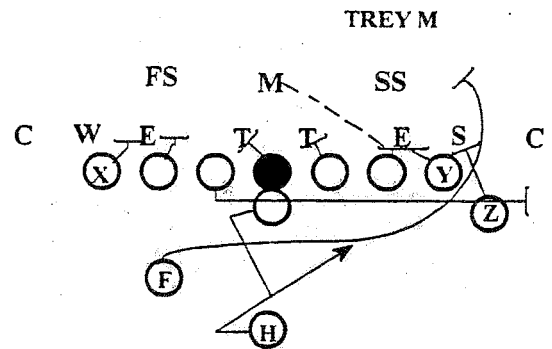
62 DBL

(23) SCATTER WK RT



BIG BEAR

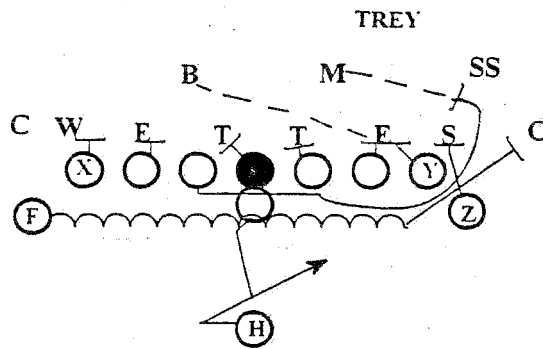
(23) SCATTER WK RT



65

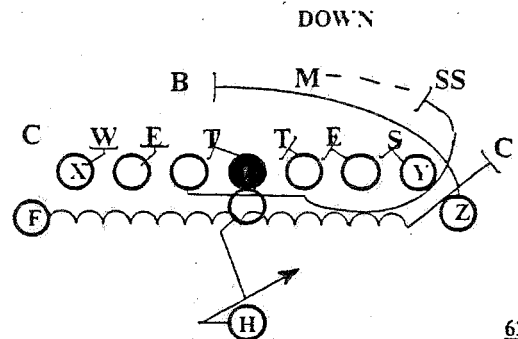
# 18 (19) POWER "O" LOAD

(23) JOG FAR RT FM



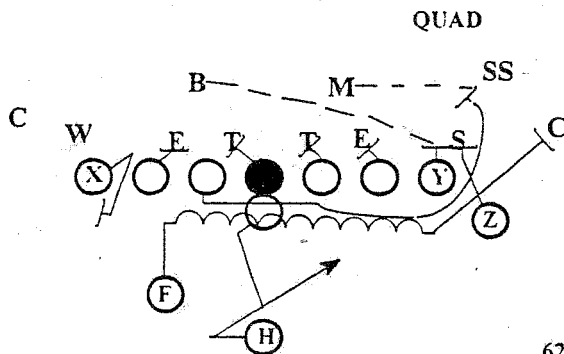
62

(23) JOG FAR RT FM



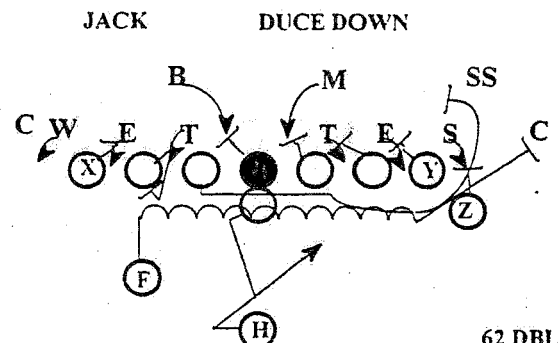
62 GAPS

(23) STEM WK RT FM



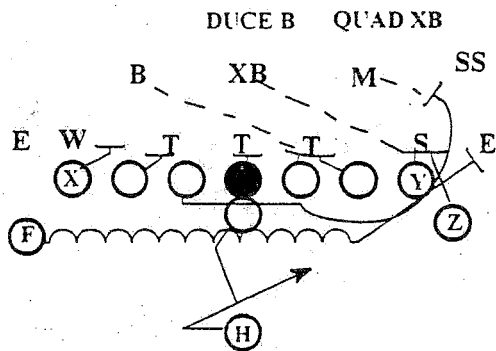
62 TIGHT

(23) STEM WK RT FM



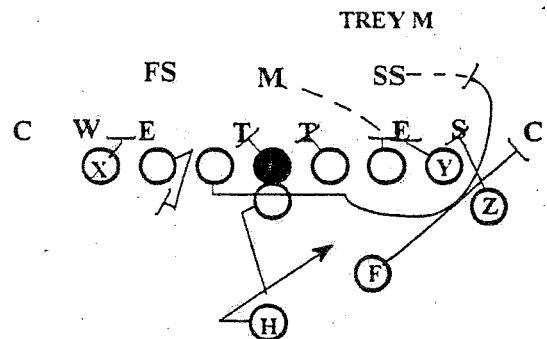
62 DBL "A"

(23) SCATTER FAR RT FM



BIG BEAR

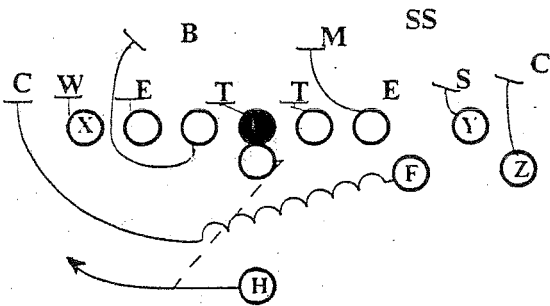
(23) STR RT



65

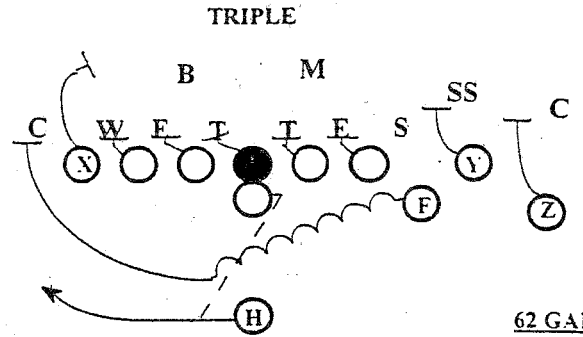
# TOSS 39 (38) BOSS

(22/23) BUNCH RT FF



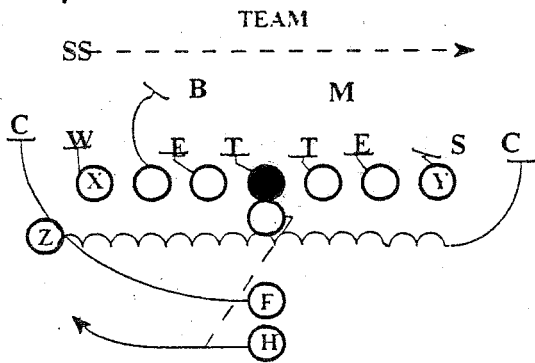
62

(22/23) BUNCH RT FF



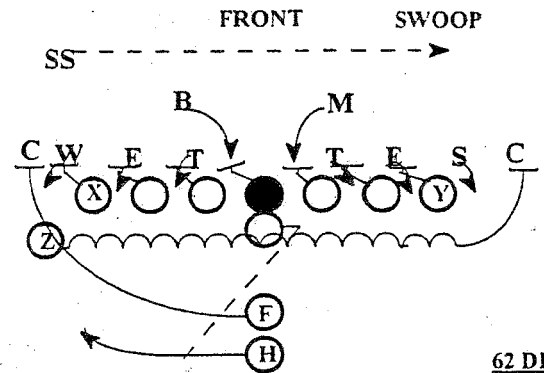
62 GAPS

(22/23) I RT ZOP



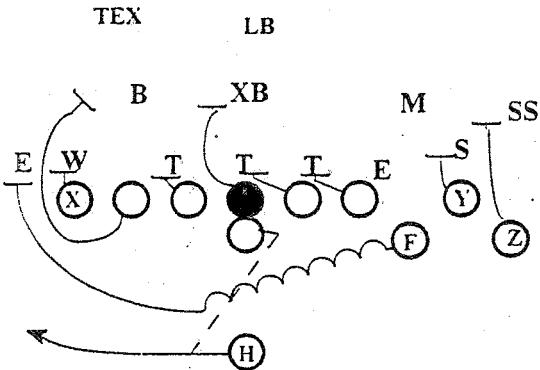
62 TIGHT

(22/23) I RT ZOP



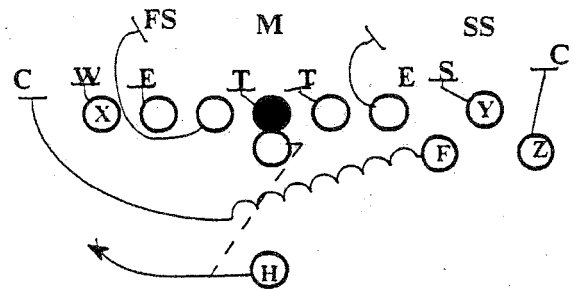
62 DBL

(22/23) BUNCH RT FF



BIG BEAR

(22/23) BUNCH RT FF

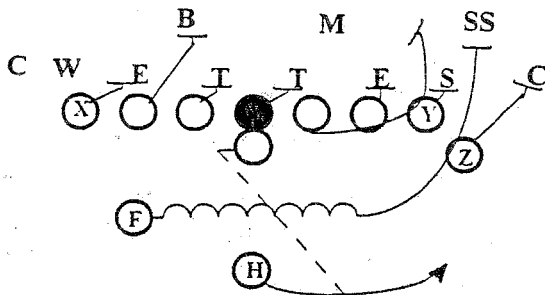


65

# TOSS 38 (39) BOSS

(23) JUMP WK RT FM

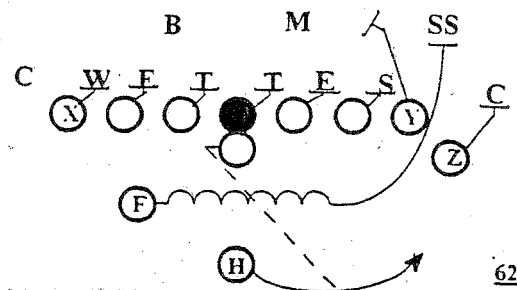
SWOOP



62

(23) JUMP WK RT FM

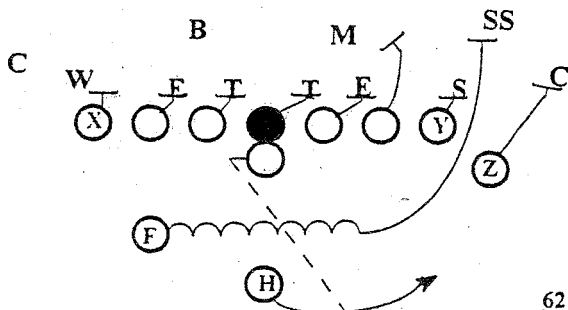
TRIPLE



62 GAPS

(23) STEM WK RT FM

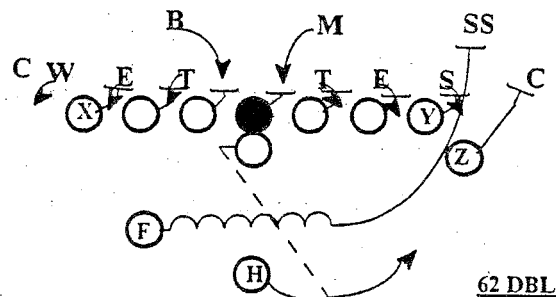
TEAM



62 TIGHT

(23) STEM WK RT FM

SWOOP FRONT

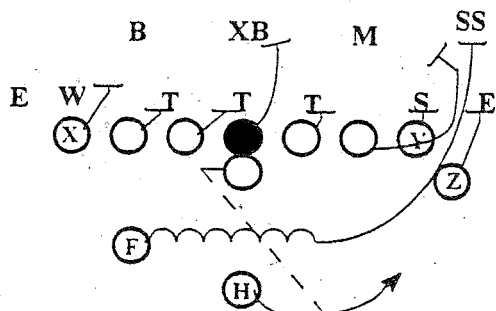


62 DBL "A"

(23) TRIX SCATTER WK RT FM

LB

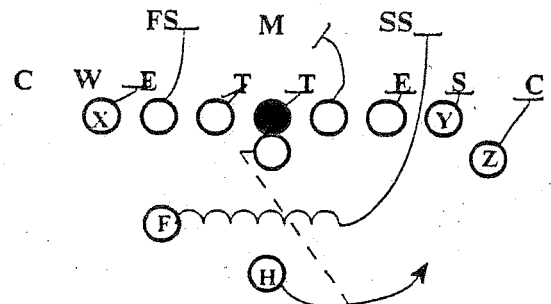
TEX



BIG BEAR

(23) TRIX SCATTER WK RT FM

SWOOP / GANG BOX



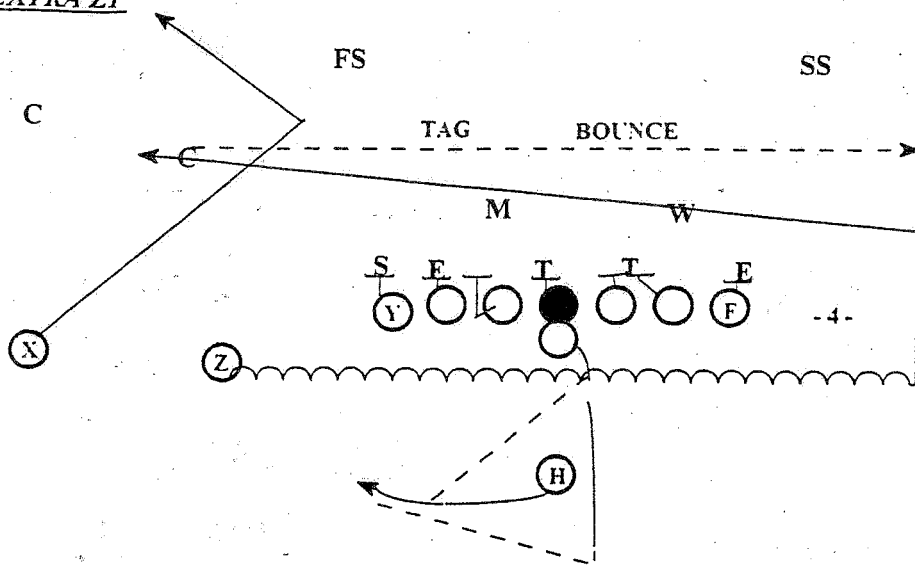
65

# GL SHIFTS (13 / 22 / 22Z / 23 PERS.)

<p><u>BUNCH RT FF</u></p>	<p><u>1 RT ZOP</u></p>
<p><u>SCATTER FAR RT FM</u></p>	<p><u>JUMP WK RT FM</u></p>
<p><u>STEM WK RT FM</u></p>	<p><u>(TRIX) SCATTER WK RT FM</u></p>
<p><u>SCATTER WK RT</u></p>	<p><u>JOG FAR RT FM (POSS. HI MOTION-DEPENDING ON PLAY)</u></p>
<p><u>JOG FAR RT FD</u></p>	<p><u>F &amp; Z SHIFT ST RT TWINS</u></p>
<p><u>STEM 1 RT</u></p>	<p><u>STEM FAR RT</u></p>
<p><u>F &amp; Z JUMP BUNCH RT FM</u></p>	<p><u>STEM BUNCH RT</u></p>

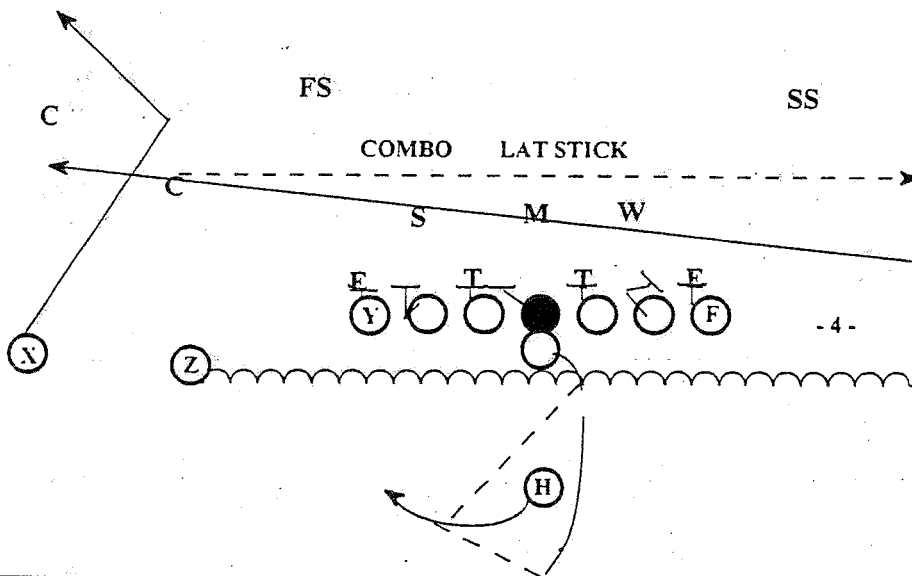
**TOSS 39 BASE FLEA FLICKER**

(12) FAL LT EXTRA ZF



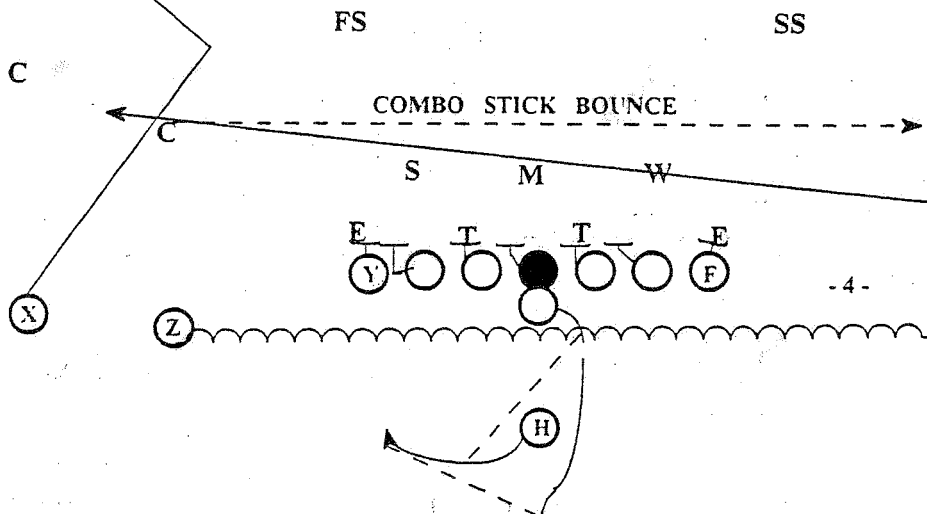
**UNWINK**

(12) FAL LT EXTRA ZF



OVSINK

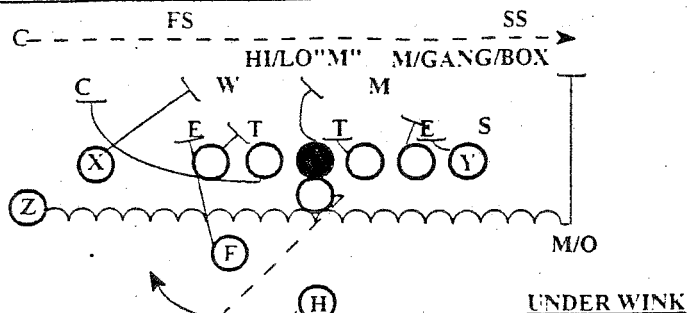
(12) FAL LT EXTRA ZF



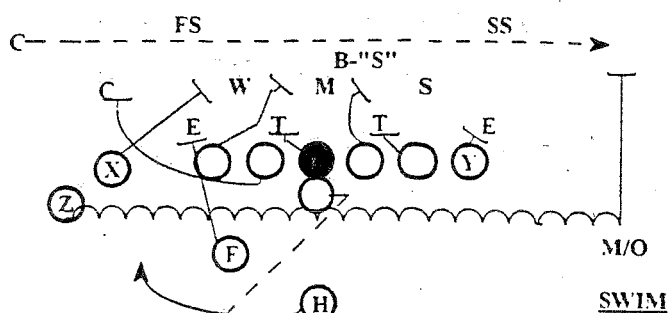
SWIM

# TOSS 39 (38) BIM

(21) SCATTER WK RT TWIN ZM

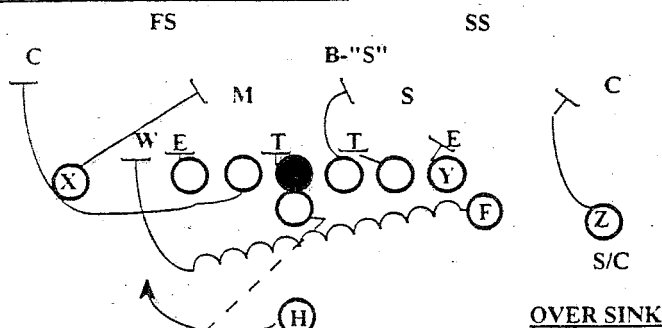


(21) SCATTER WK RT TWIN ZM

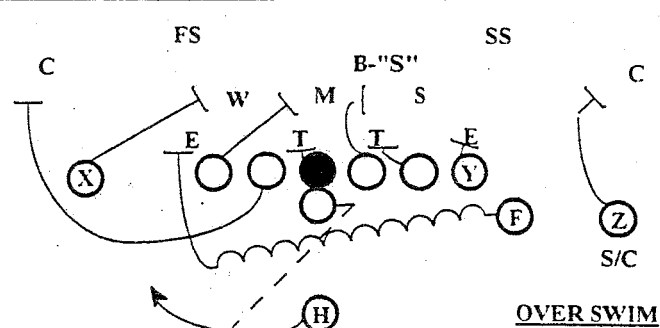


(12) EXPLODE MIX FLD RT TARE FF

NOTE VS DOS

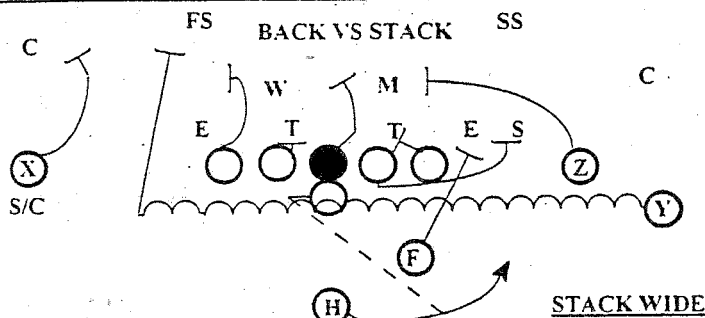


(12) EXPLODE MIX FLD RT TARE FF

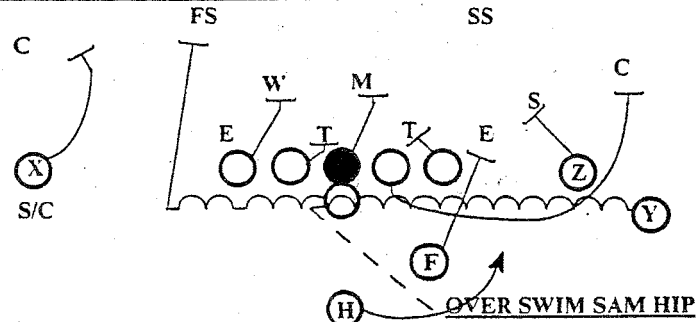


(30) STR RT YOZ YF (TOSS 38 BIM)

BACK VS STACK

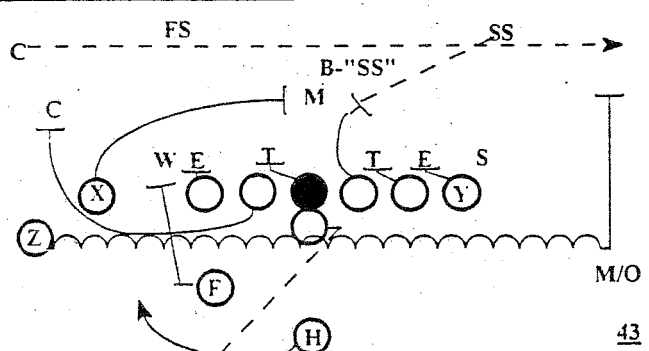


(30) STR RT YOZ YF (TOSS 38 BIM)

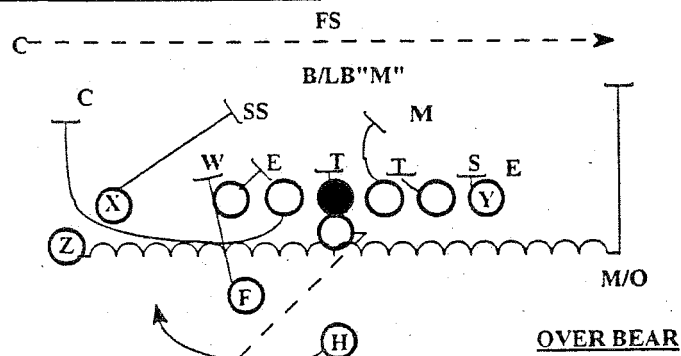


(21) SCATTER WK RT TWIN ZM

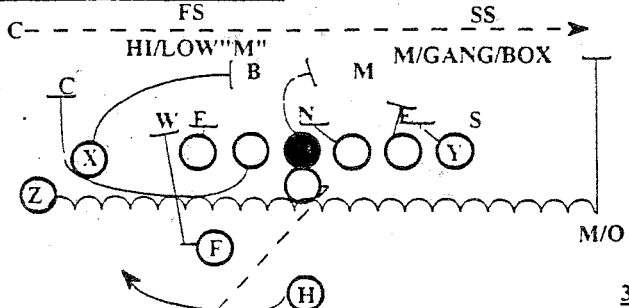
NOTE VS LOADED



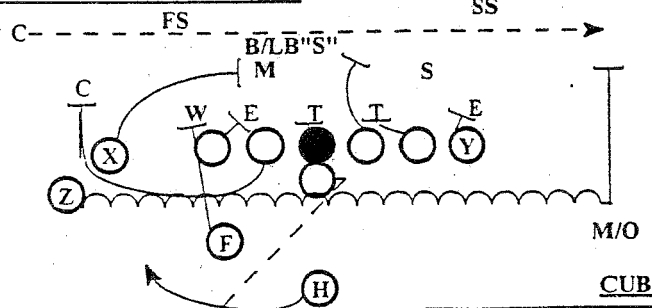
(21) SCATTER WK RT TWIN ZM



(21) SCATTER WK RT TWIN ZM



(21) SCATTER WK RT TWIN ZM



# "CWM" 38 (39) GRACE / SPIDER 5 (4) Z SNAG

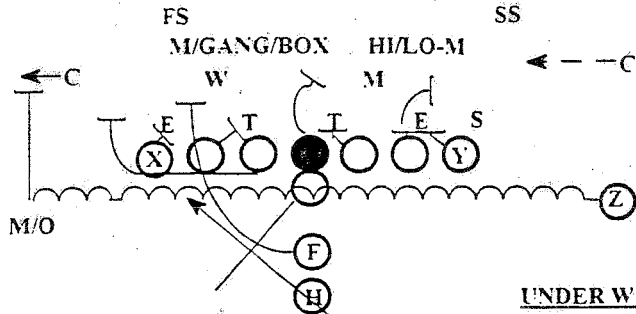
<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>90 SERIES Z SNAG</p> <p>SS</p> <p>RALPH ANGLE</p> <p>W</p> <p>M</p> <p>E</p> <p>T</p> <p>L</p> <p>E</p> <p>S</p> <p>Z</p> <p>X</p> <p>F</p> <p>H</p> <p>UNDER WINK</p>	<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>"M"</p> <p>SS</p> <p>C</p> <p>C</p> <p>W</p> <p>M</p> <p>S</p> <p>E</p> <p>T</p> <p>E</p> <p>Y</p> <p>Z</p> <p>X</p> <p>M/O</p> <p>M/O</p> <p>F</p> <p>H</p> <p>SWIM</p>
<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>SIFT</p> <p>HI/LO "M"</p> <p>SS</p> <p>W</p> <p>E</p> <p>M</p> <p>T</p> <p>T</p> <p>S</p> <p>E</p> <p>Y</p> <p>Z</p> <p>X</p> <p>M/O</p> <p>M/O</p> <p>F</p> <p>H</p> <p>OVER SINK</p>	<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>SS</p> <p>C</p> <p>C</p> <p>W</p> <p>M</p> <p>S</p> <p>E</p> <p>T</p> <p>E</p> <p>Y</p> <p>Z</p> <p>X</p> <p>M/O</p> <p>M/O</p> <p>F</p> <p>H</p> <p>OVER SWIM</p>
<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>"BACK"</p> <p>SS</p> <p>C</p> <p>C</p> <p>W</p> <p>M</p> <p>S</p> <p>E</p> <p>T</p> <p>E</p> <p>Y</p> <p>Z</p> <p>X</p> <p>M/O</p> <p>M/O</p> <p>F</p> <p>H</p> <p>"S"=FORCE</p> <p>FB="M"</p> <p>STACK WIDE</p>	<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>SS</p> <p>C</p> <p>C</p> <p>W</p> <p>M</p> <p>S</p> <p>E</p> <p>T</p> <p>E</p> <p>Y</p> <p>Z</p> <p>X</p> <p>M/O</p> <p>M/O</p> <p>F</p> <p>H</p> <p>OVER SWIM SAM HIP</p>
<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>SIFT</p> <p>NOTE VS LOADED</p> <p>SS</p> <p>W</p> <p>E</p> <p>M</p> <p>T</p> <p>T</p> <p>S</p> <p>E</p> <p>Y</p> <p>Z</p> <p>X</p> <p>M/O</p> <p>M/O</p> <p>F</p> <p>H</p> <p>VERY IMPT!</p> <p>43</p>	<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>B/LB-"SS"</p> <p>SS</p> <p>W</p> <p>E</p> <p>M</p> <p>T</p> <p>T</p> <p>S</p> <p>E</p> <p>Y</p> <p>Z</p> <p>X</p> <p>M/O</p> <p>M/O</p> <p>F</p> <p>H</p> <p>FB=SAM SCRAPE</p> <p>OVER BEAR</p>
<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>LT OFF</p> <p>B</p> <p>RALPH</p> <p>SS</p> <p>W</p> <p>E</p> <p>N</p> <p>M</p> <p>E</p> <p>Y</p> <p>Z</p> <p>X</p> <p>M/O</p> <p>M/O</p> <p>F</p> <p>H</p> <p>"WHITE 95"</p> <p>34</p>	<p>(21) I RT TWIN NASTY</p> <p>FS</p> <p>B/LB-"M"</p> <p>SS</p> <p>W</p> <p>E</p> <p>M</p> <p>T</p> <p>T</p> <p>S</p> <p>E</p> <p>Y</p> <p>Z</p> <p>X</p> <p>M/O</p> <p>M/O</p> <p>F</p> <p>H</p> <p>"WHITE 38"</p> <p>POSS. "GREEN 95"</p> <p>CUB</p>



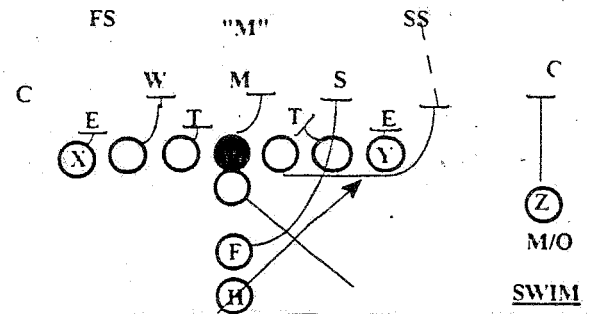
# "ALERT" 38 (39) GRACE

(22) I RT Z FOOT

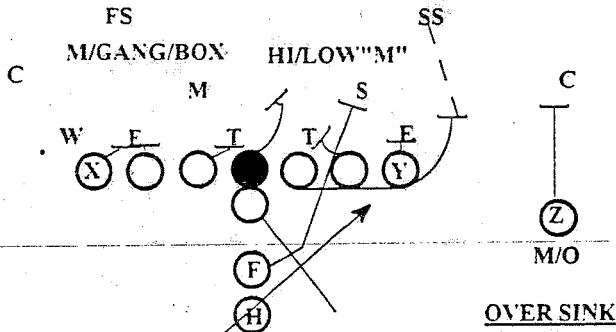
"OPPOSITE"



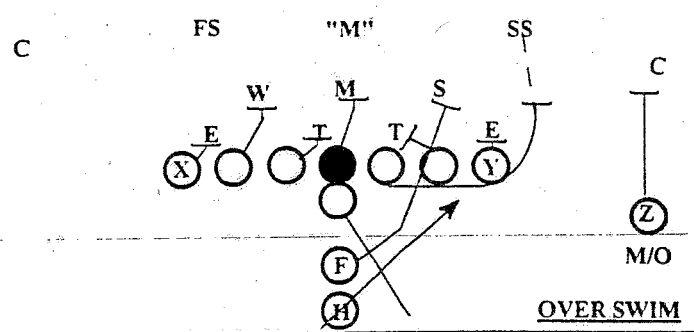
(22) I RT Z FOOT



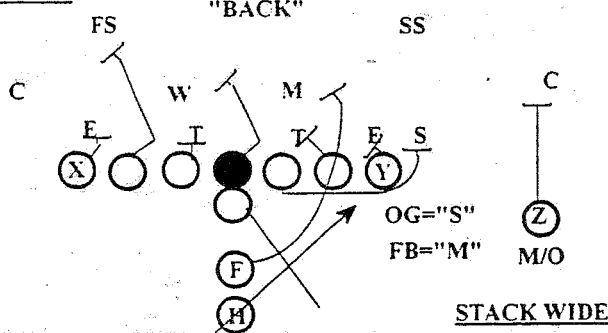
(22) I RT Z FOOT



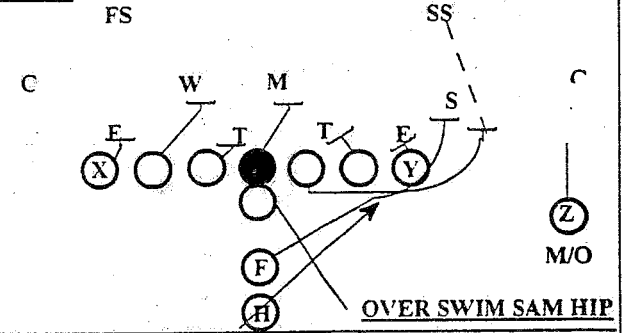
(22) I RT Z FOOT



(22) I RT Z FOOT

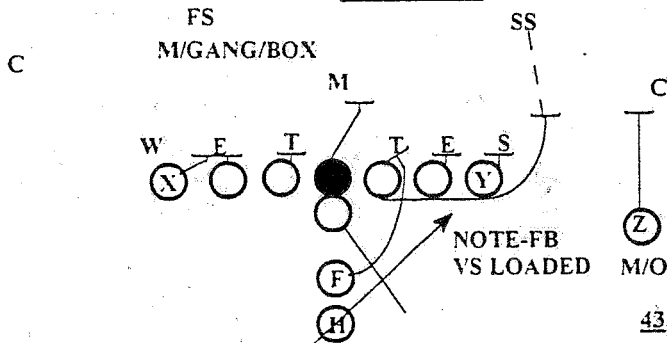


(22) I RT Z FOOT



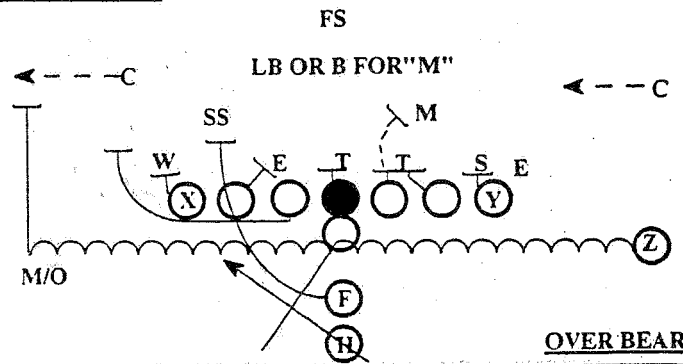
(22) I RT Z FOOT

VERY IMPT!

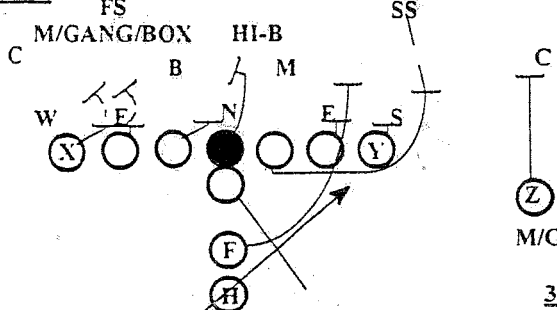


(22) I RT Z FOOT

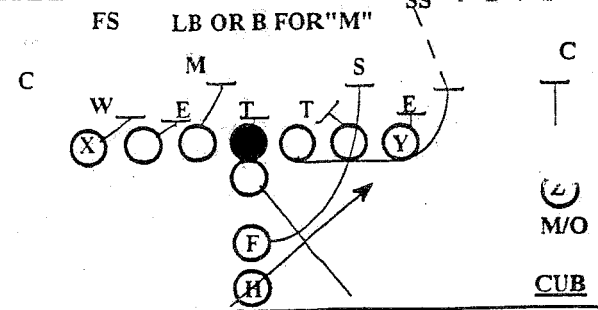
"OPPOSITE"



(22) I RT Z FOOT



(22) I RT Z FOOT

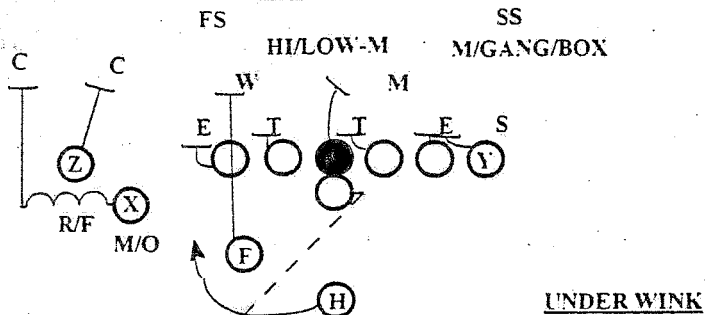


# "CWM" 32 (33) WHAM / 35 (34) BOB

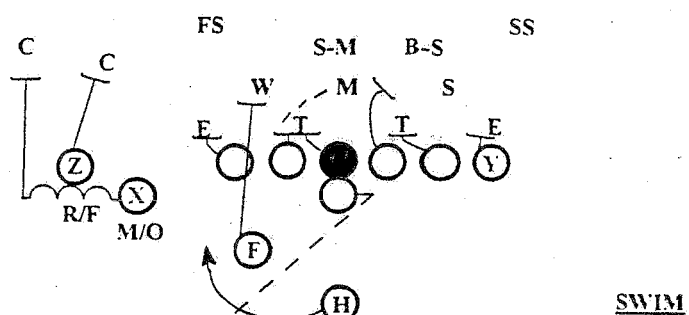
<p>(22Z) STR RT CL "BLUE 35"</p>	<p>(22Z) STR RT CL "RED 35"</p>
<p>(22Z) STR RT CL "GREEN 35"</p>	<p>(22Z) STR RT CL "WHITE 35"</p>
<p>(22Z) STR RT CL "GREEN 35"</p>	<p>(22Z) STR RT CL "BLUE 35"</p>
<p>(22Z) STR RT CL "RED 35"</p>	<p>(22Z) STR RT CL "BLUE 32"</p>
<p>(22Z) STR RT CL "WHITE 35"</p>	<p>(22Z) STR RT CL "WHITE 32"</p>

# TOSS 39 (38) BOB

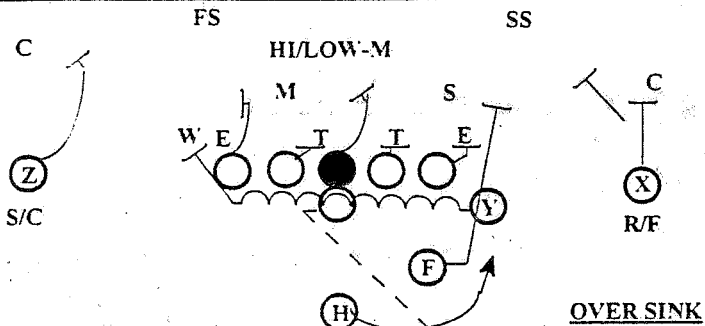
(21/12) WK RT TW NASTY XF



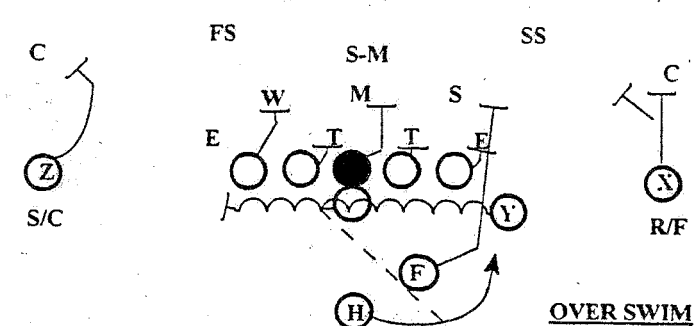
(21/12) WK RT TW NASTY XF



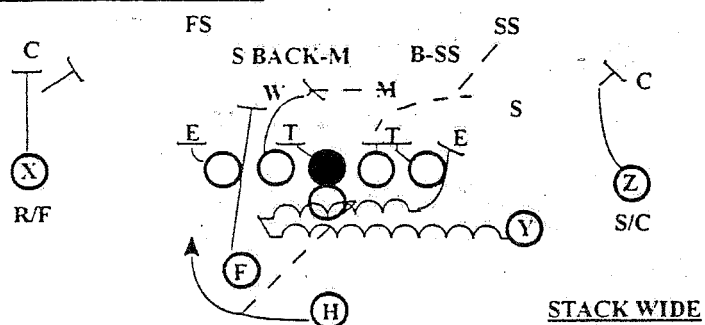
(21/12) ZELDA STR RT YF TOSS 38 BOB



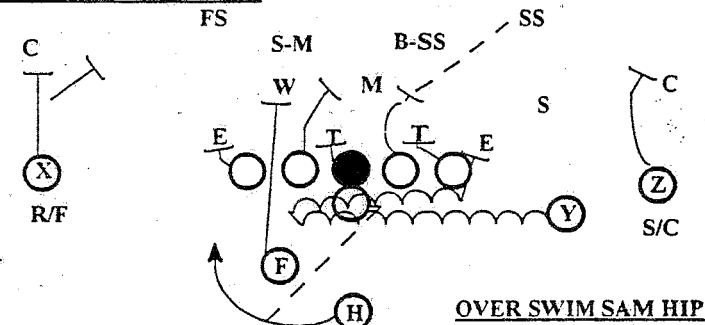
(21/12) ZELDA STR RT YF TOSS 38 BOB



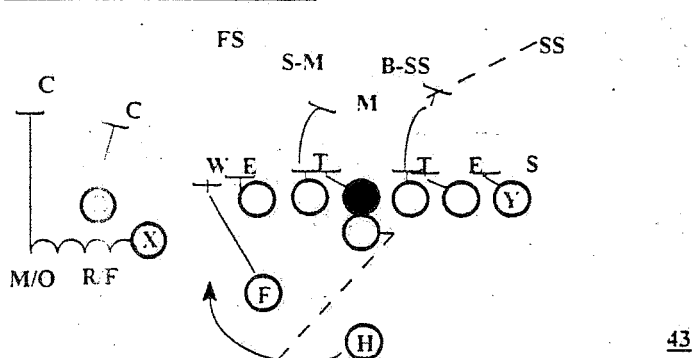
(30) EXPLODE WK RT YP



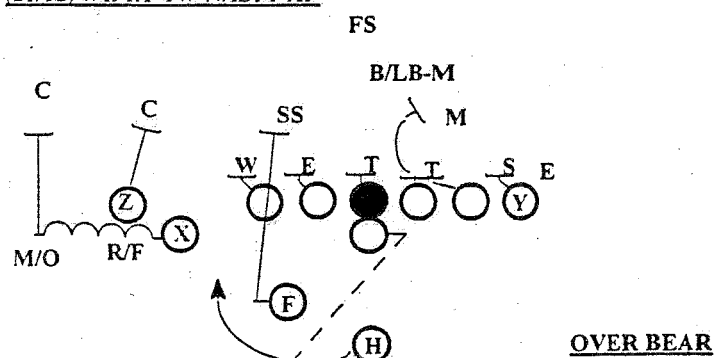
(30) EXPLODE WK RT YP



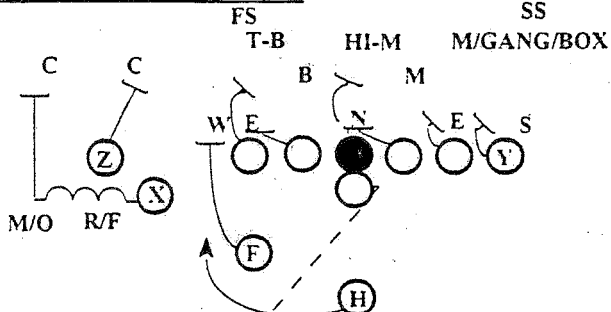
(21/12) WK RT TW NASTY XF



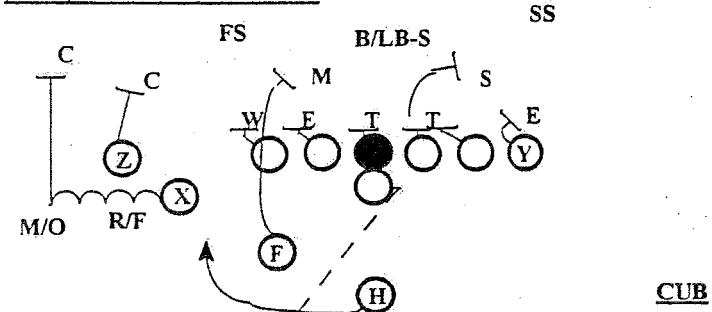
(21/12) WK RT TW NASTY XF



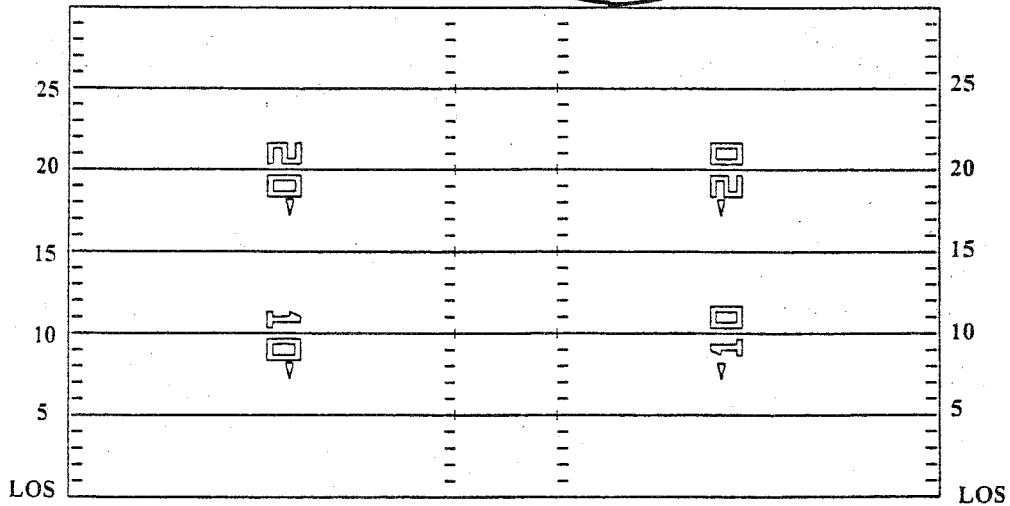
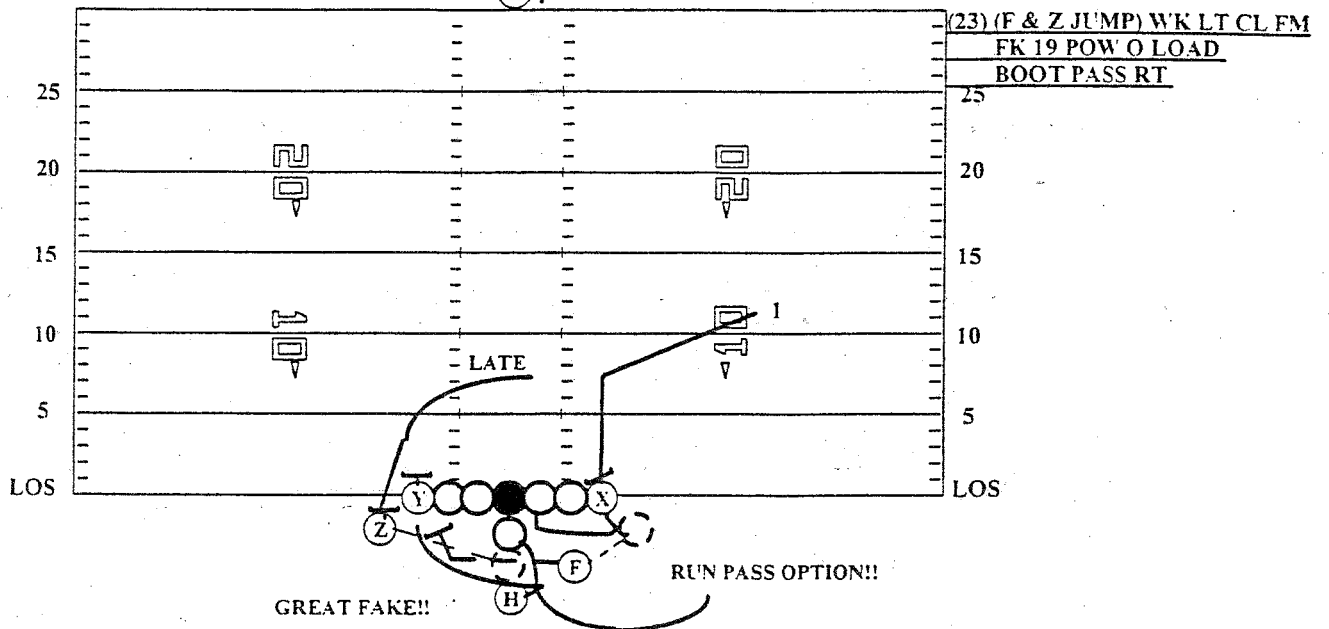
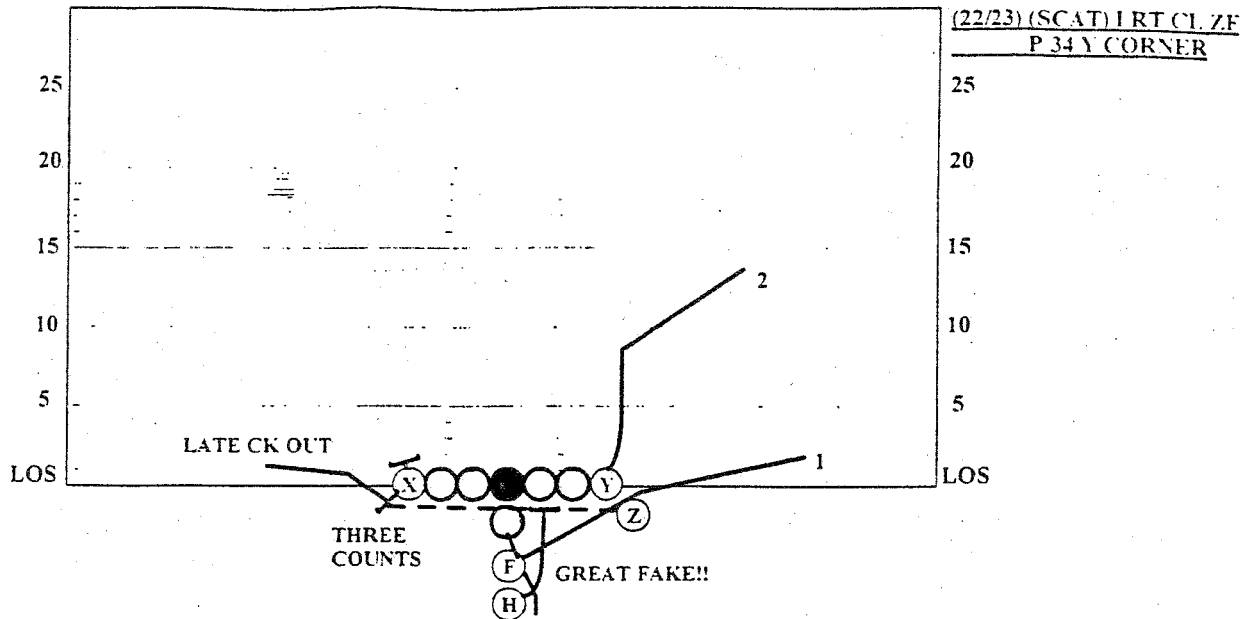
(21/12) WK RT TW NASTY XF



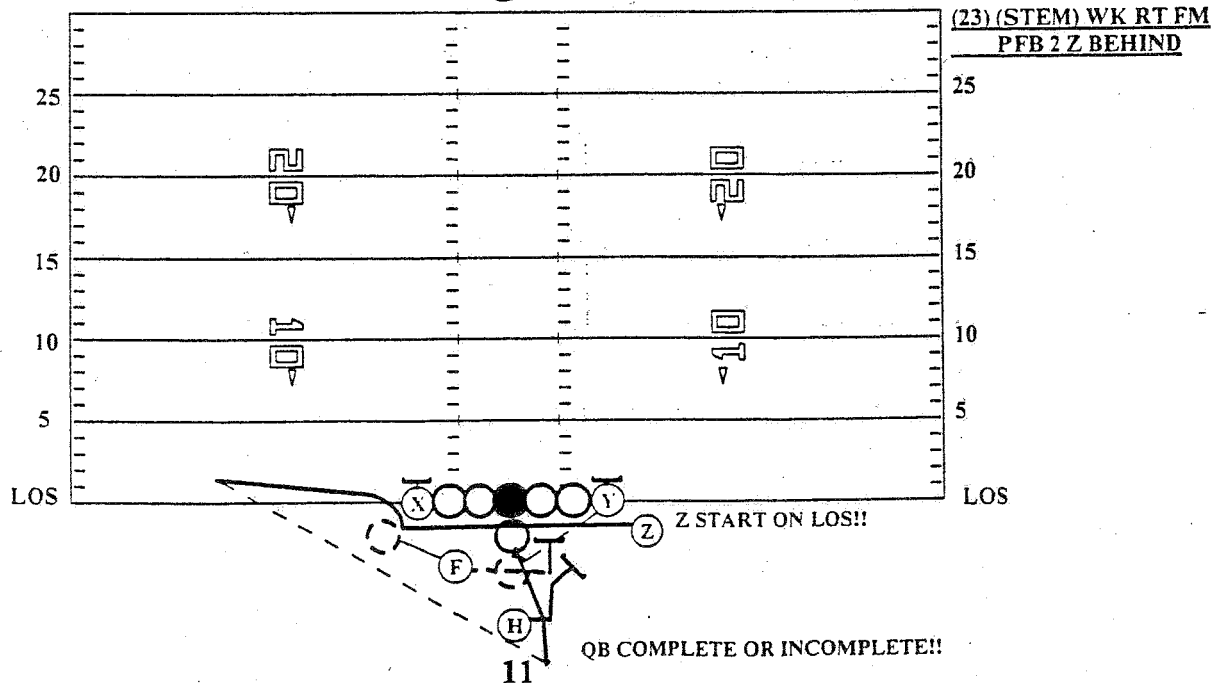
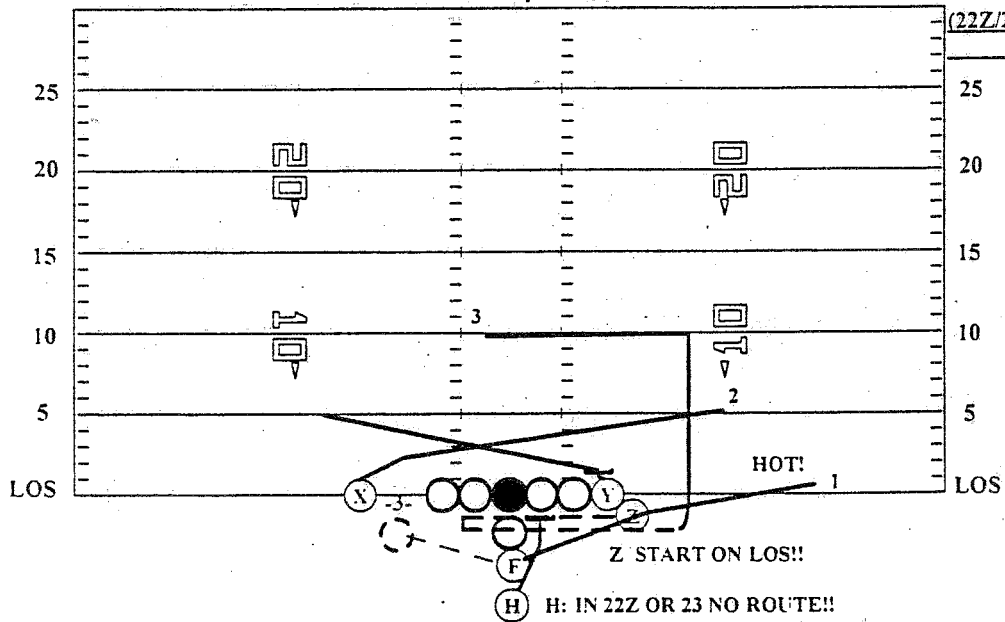
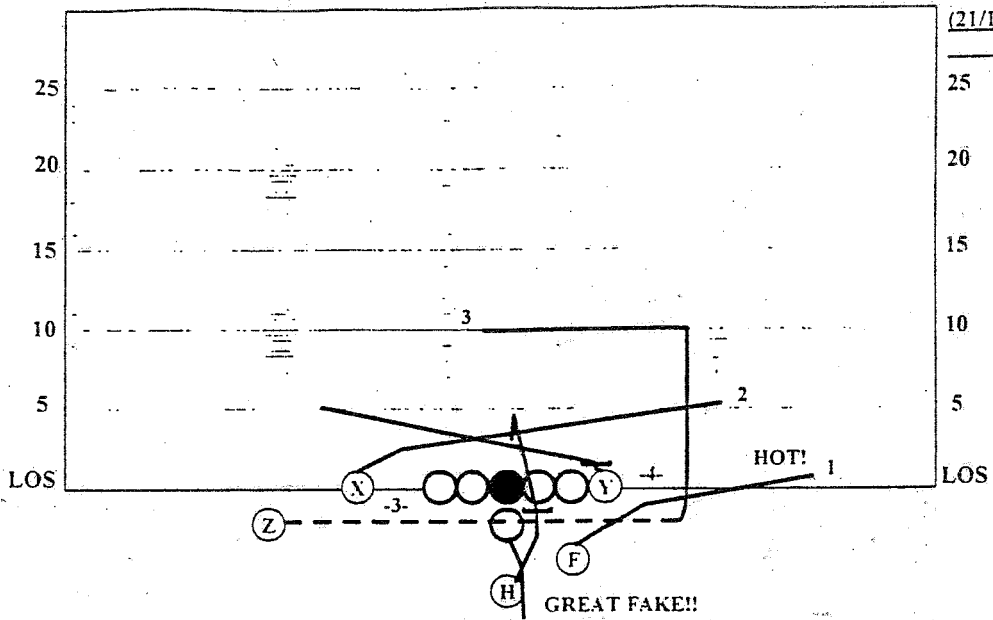
(21/12) WK RT TW NASTY XF



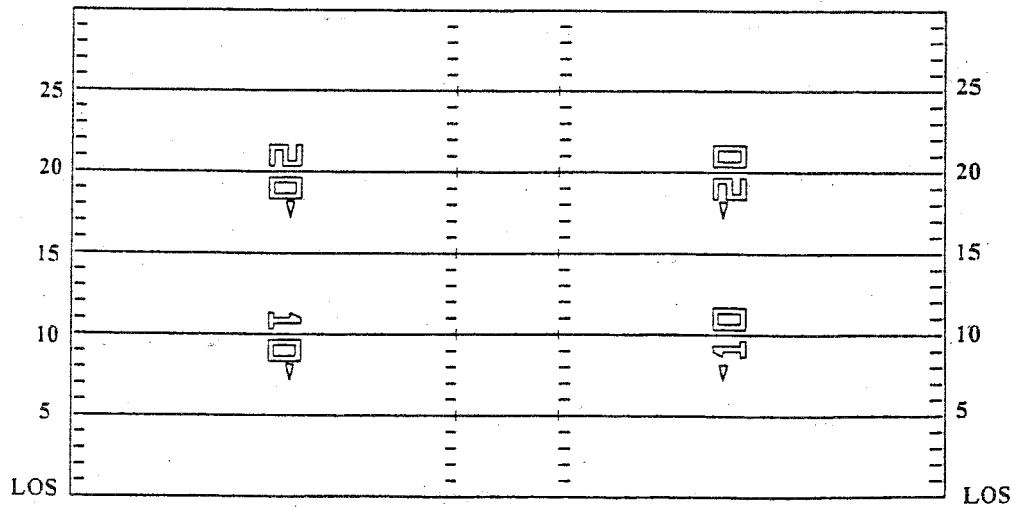
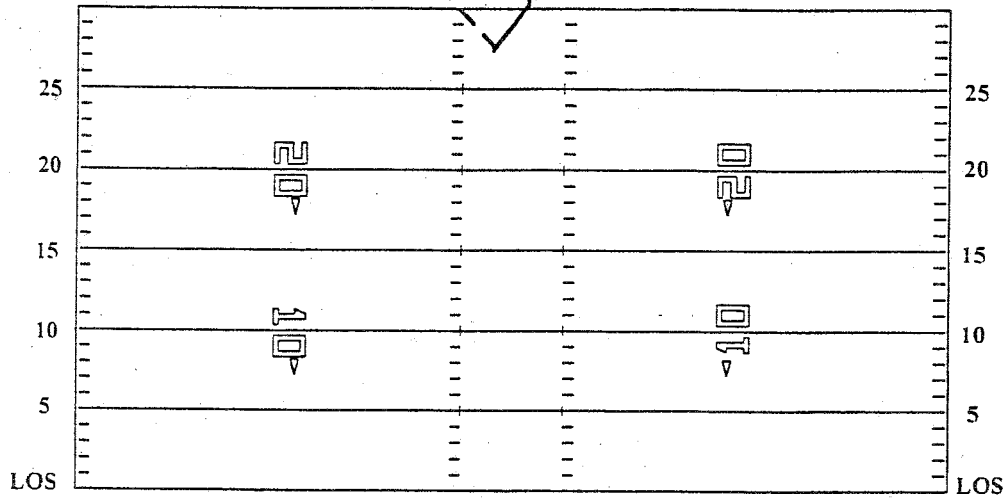
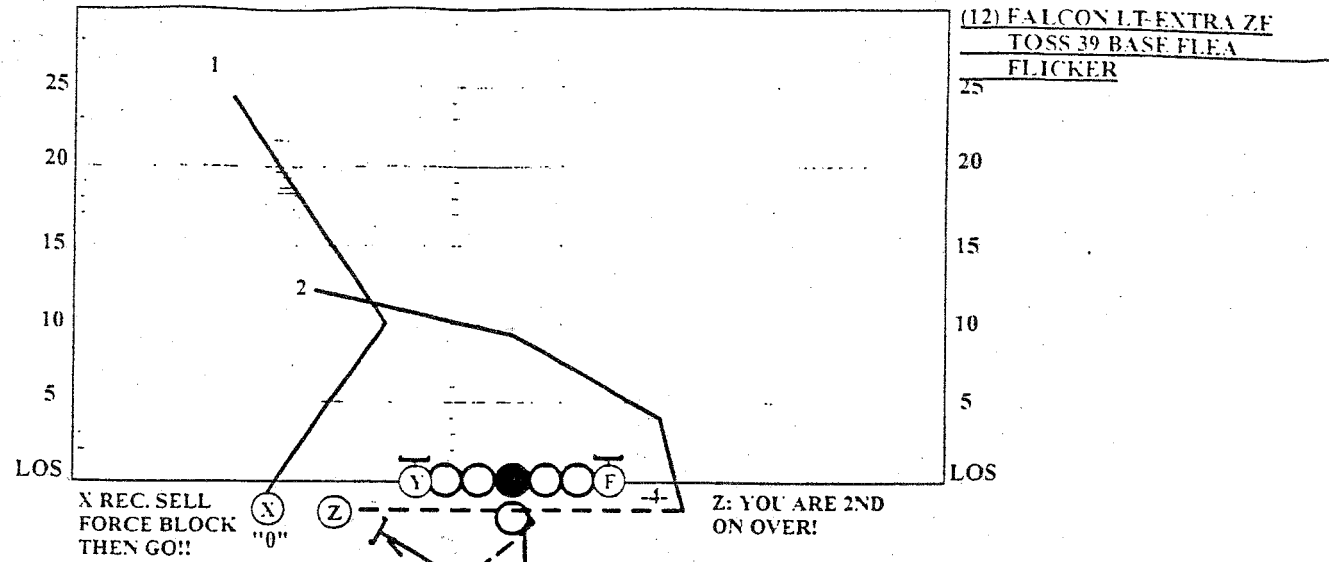
# GOAL-LINE PASS



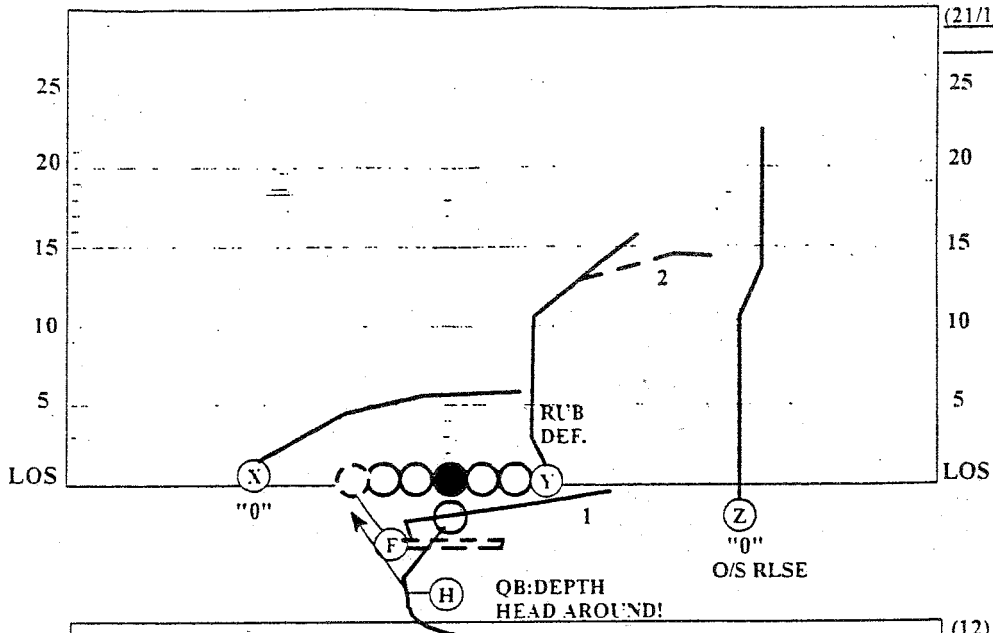
# GOAL-LINE PASS



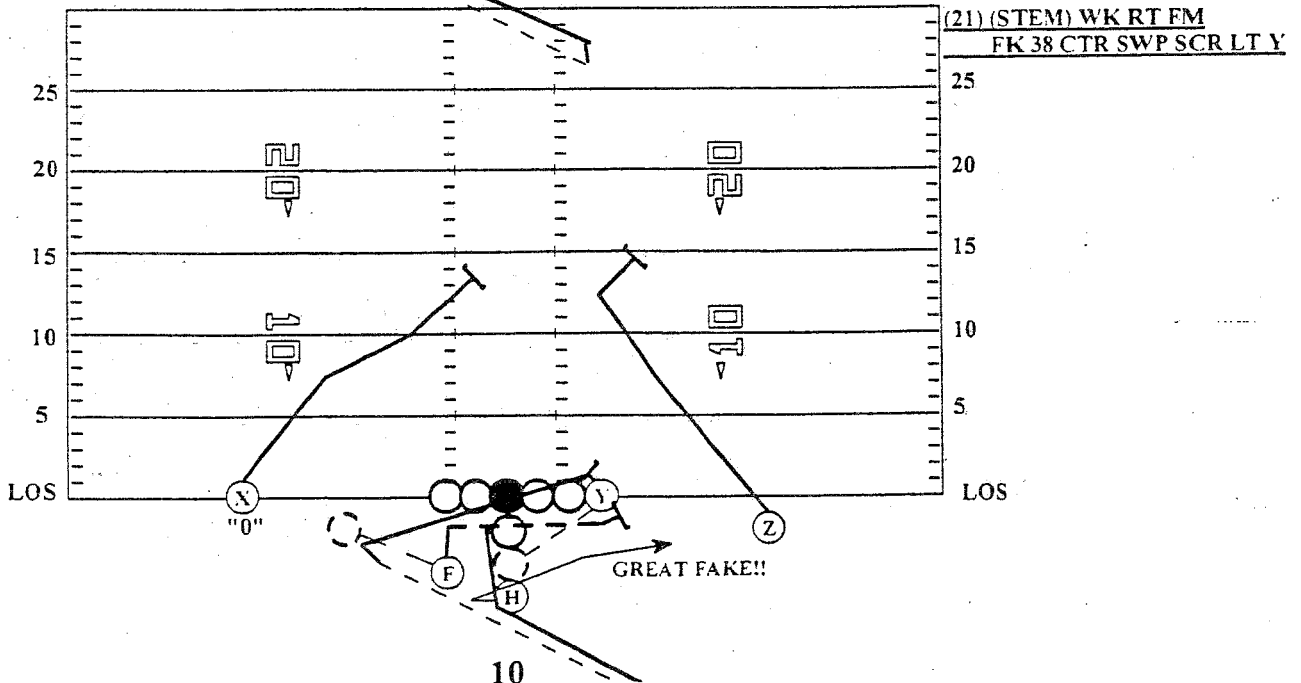
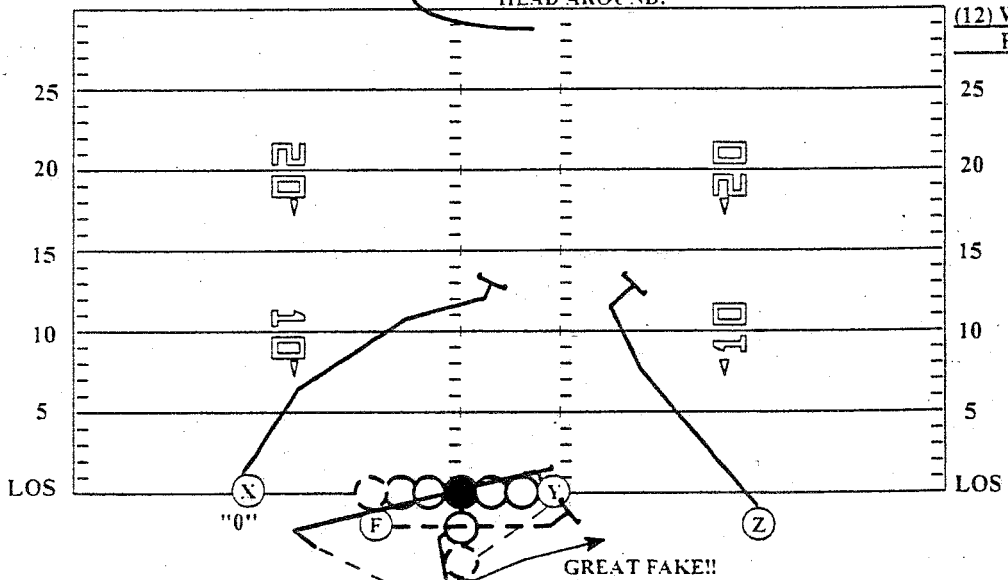
# SPECIALS



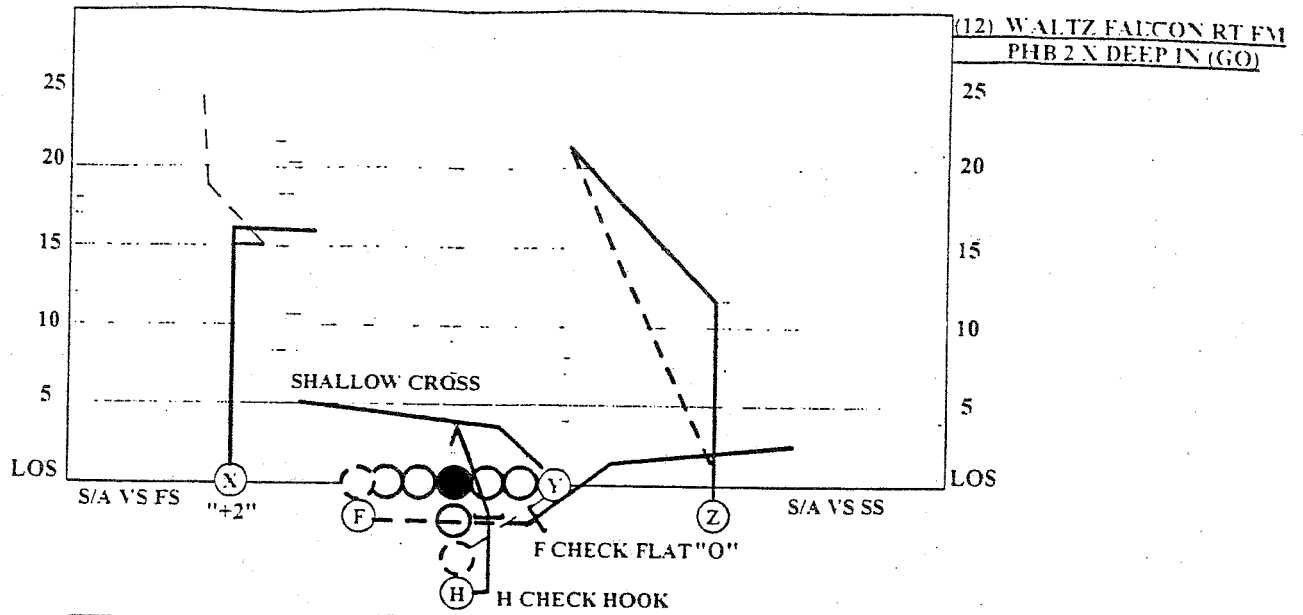
# ACTION



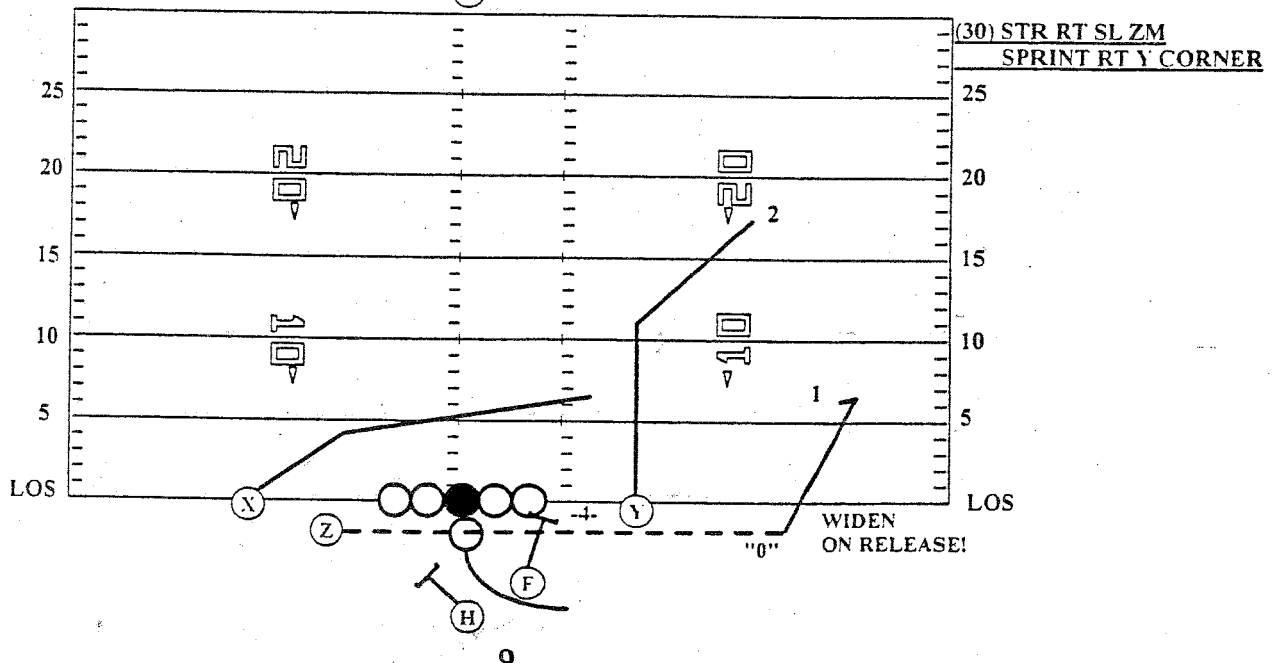
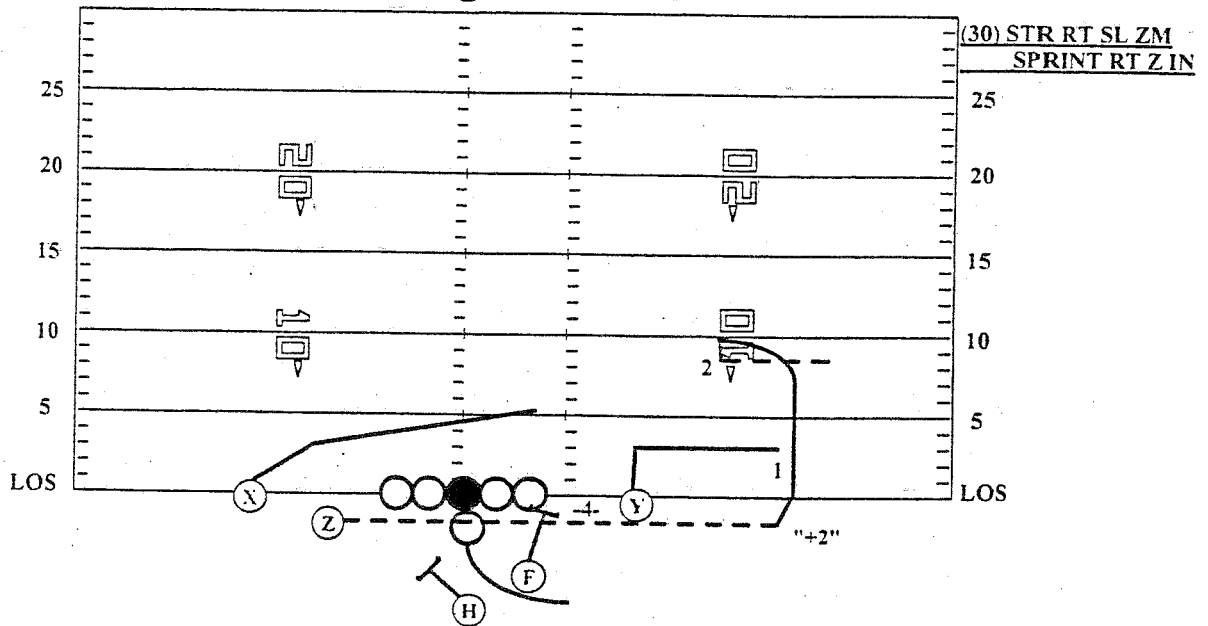
## SCREEN



# PLAY ACTION

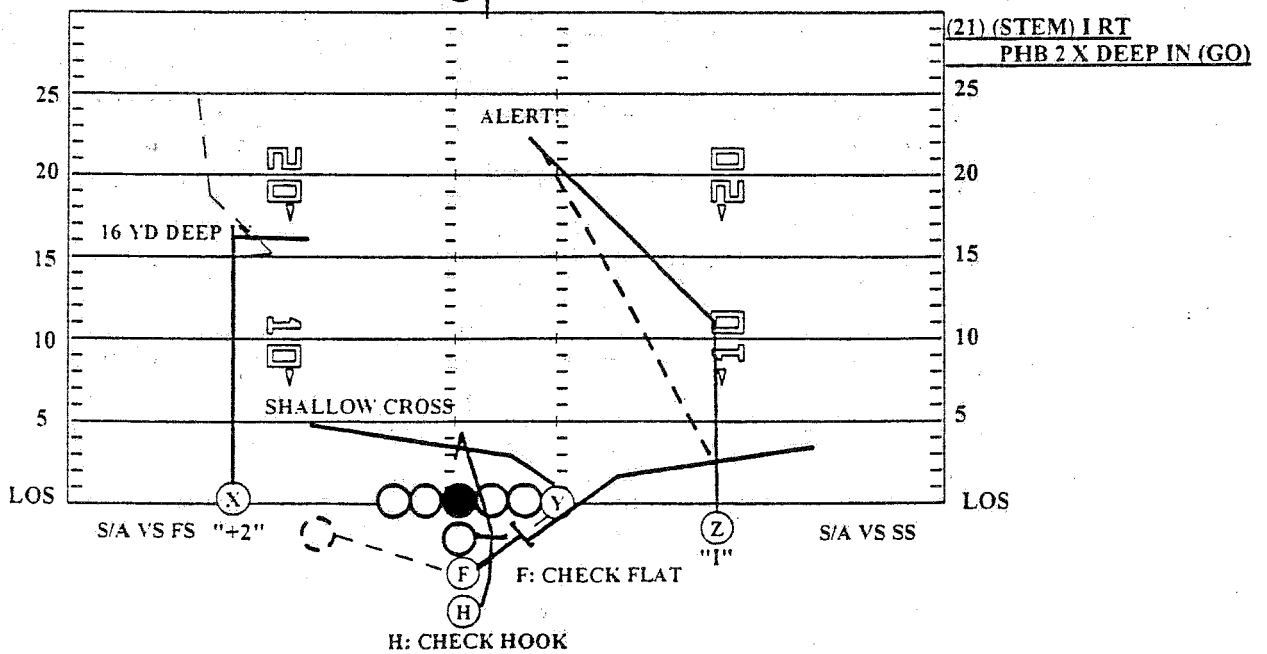
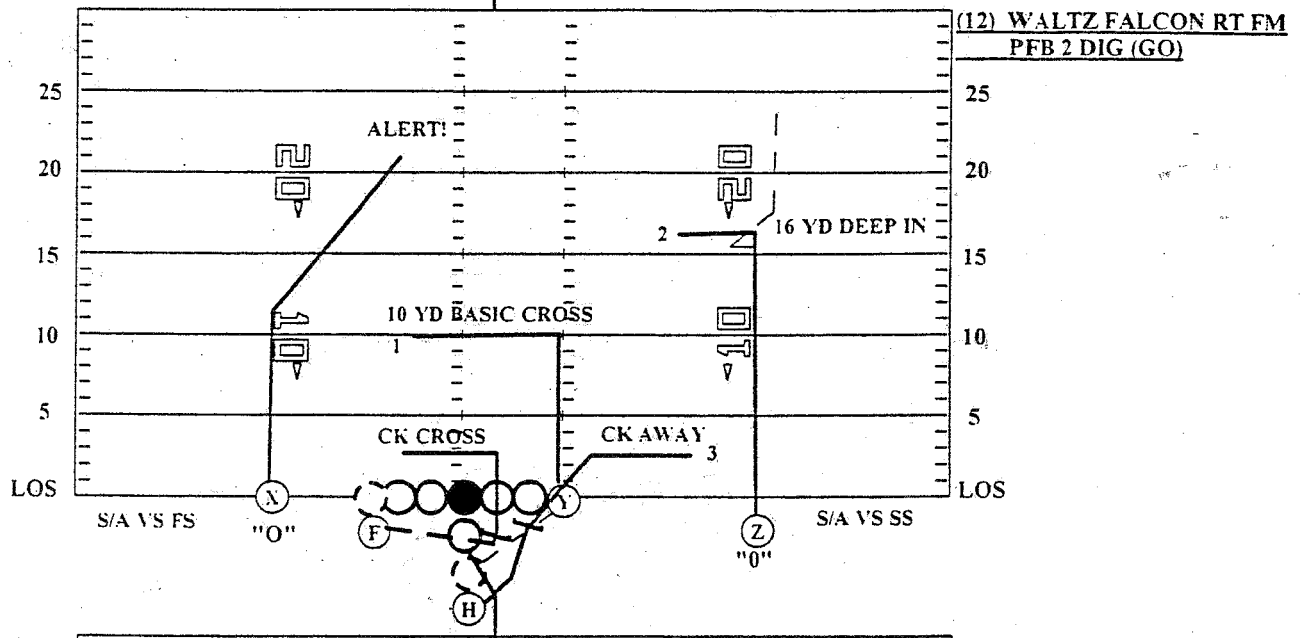
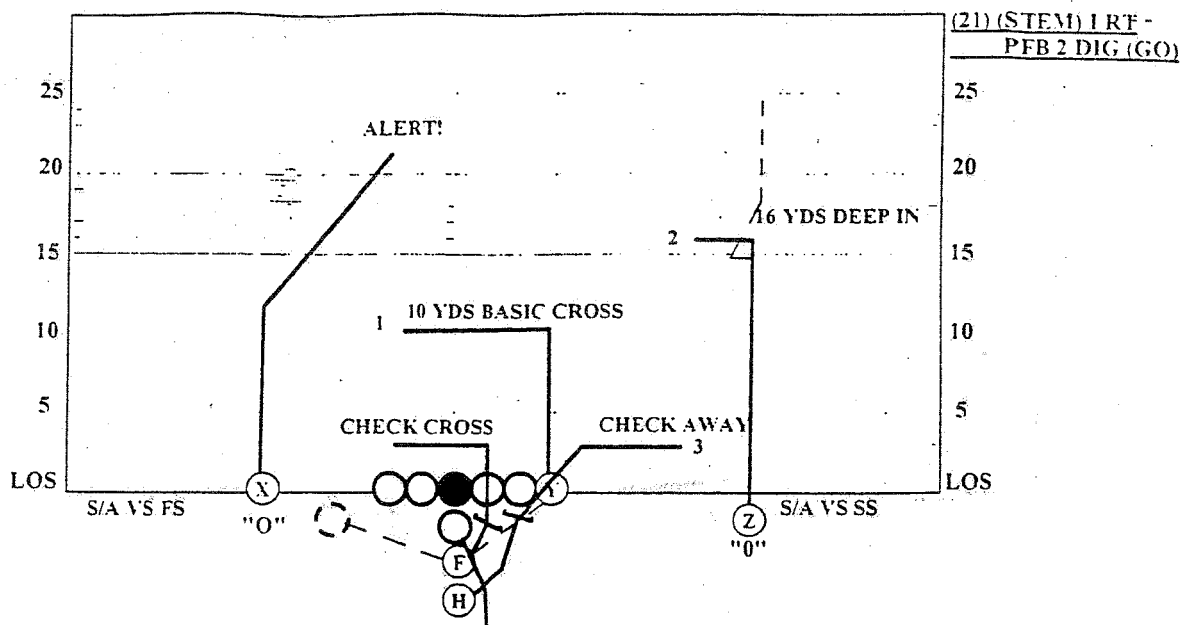


## ACTION

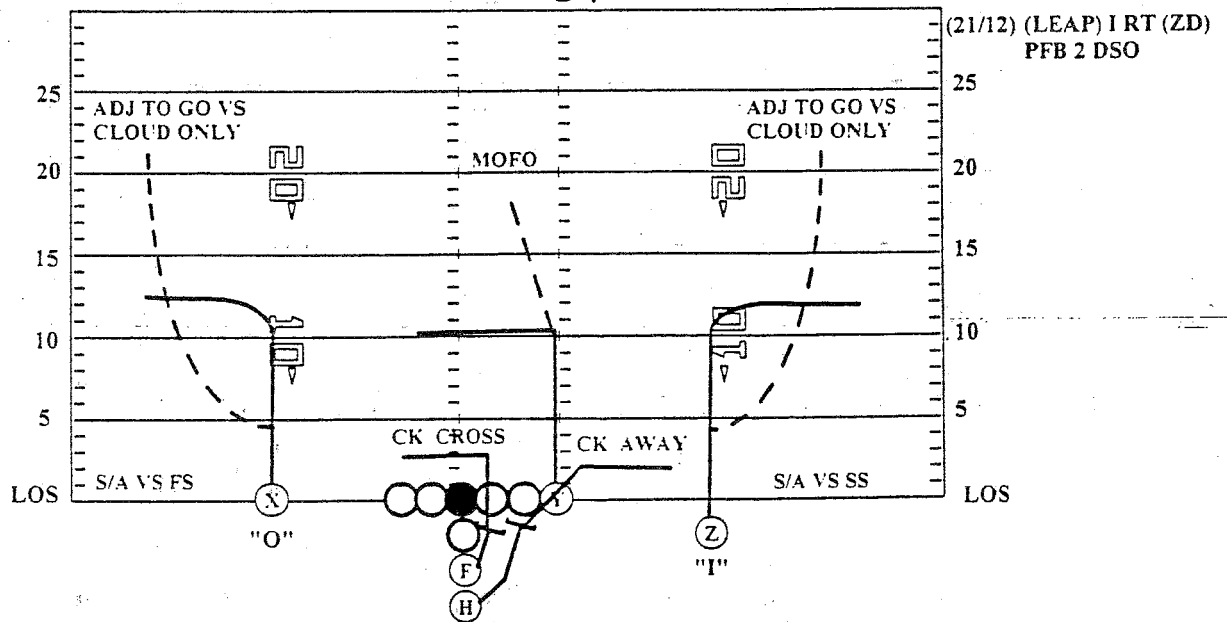
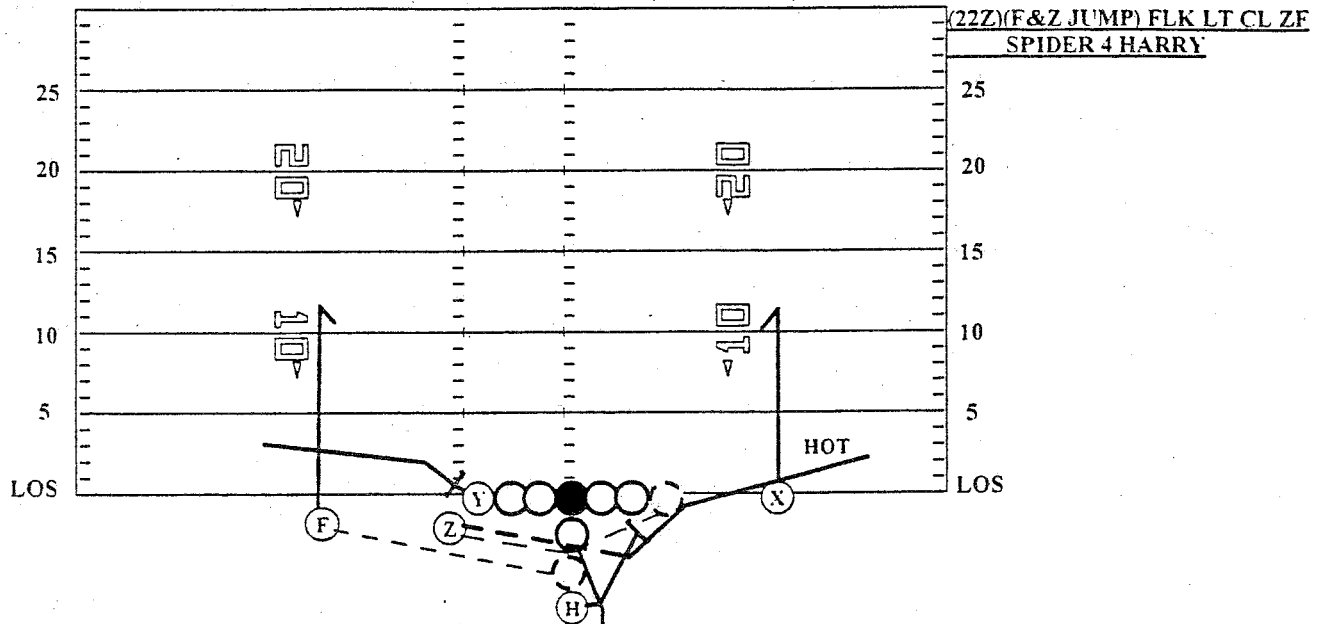
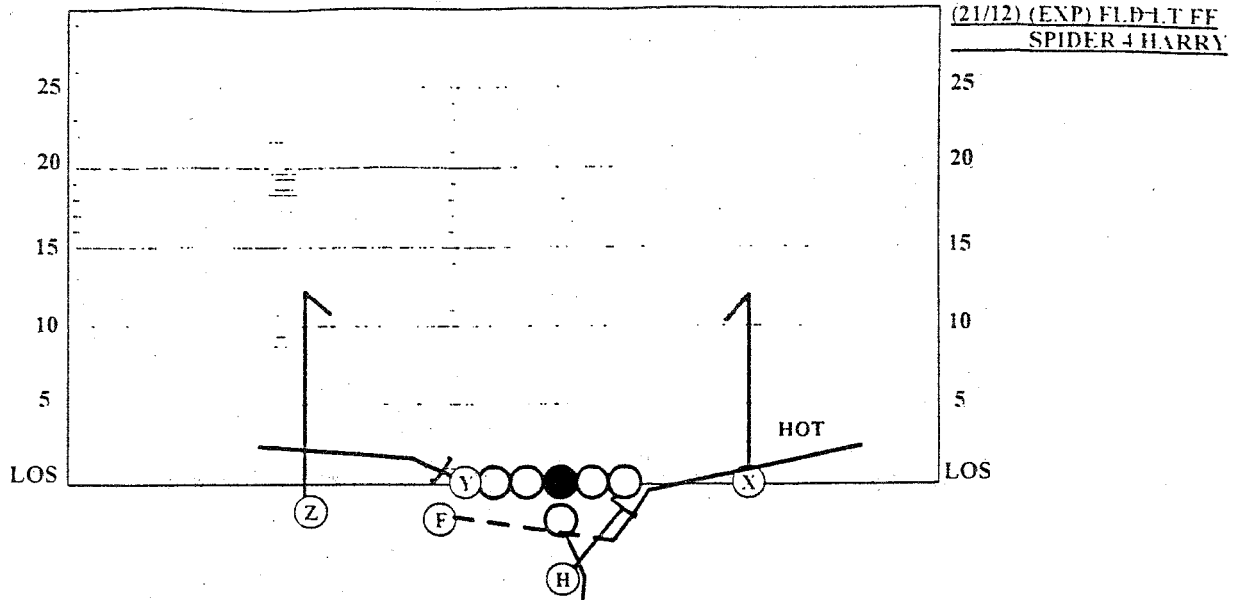




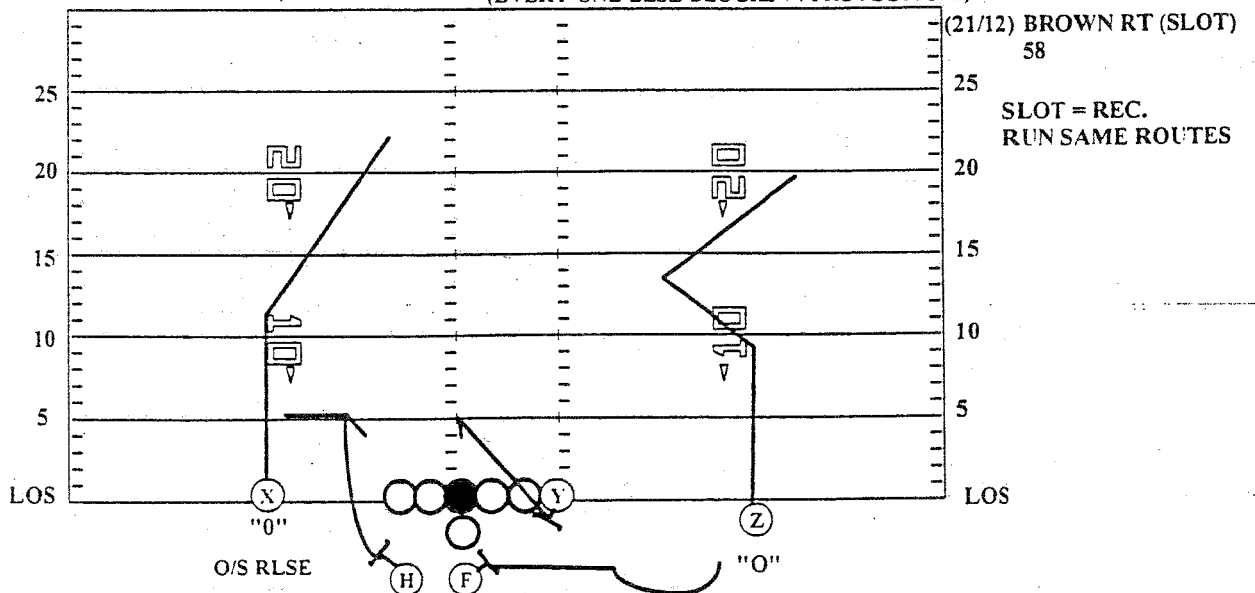
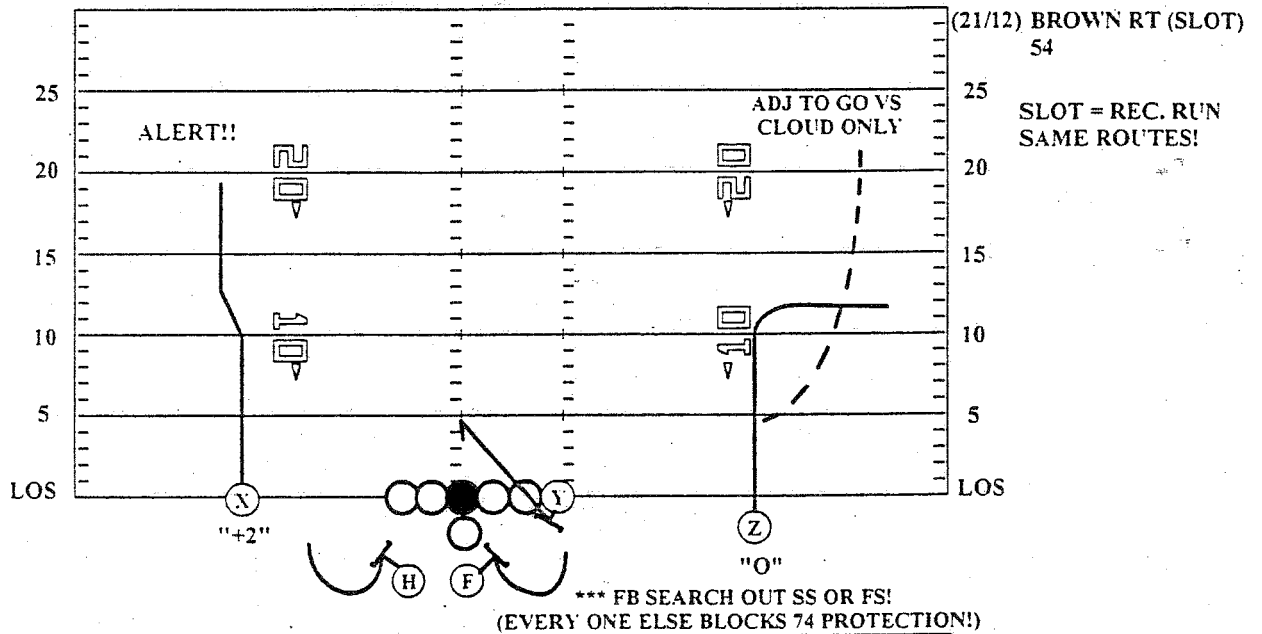
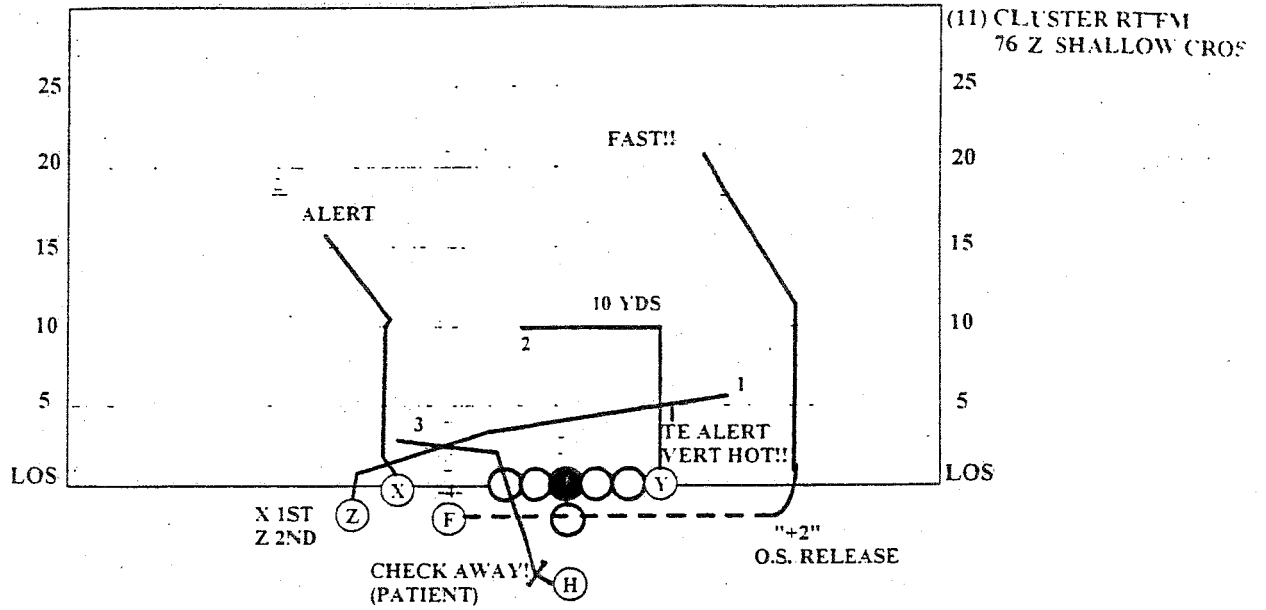
## PLAY ACTION



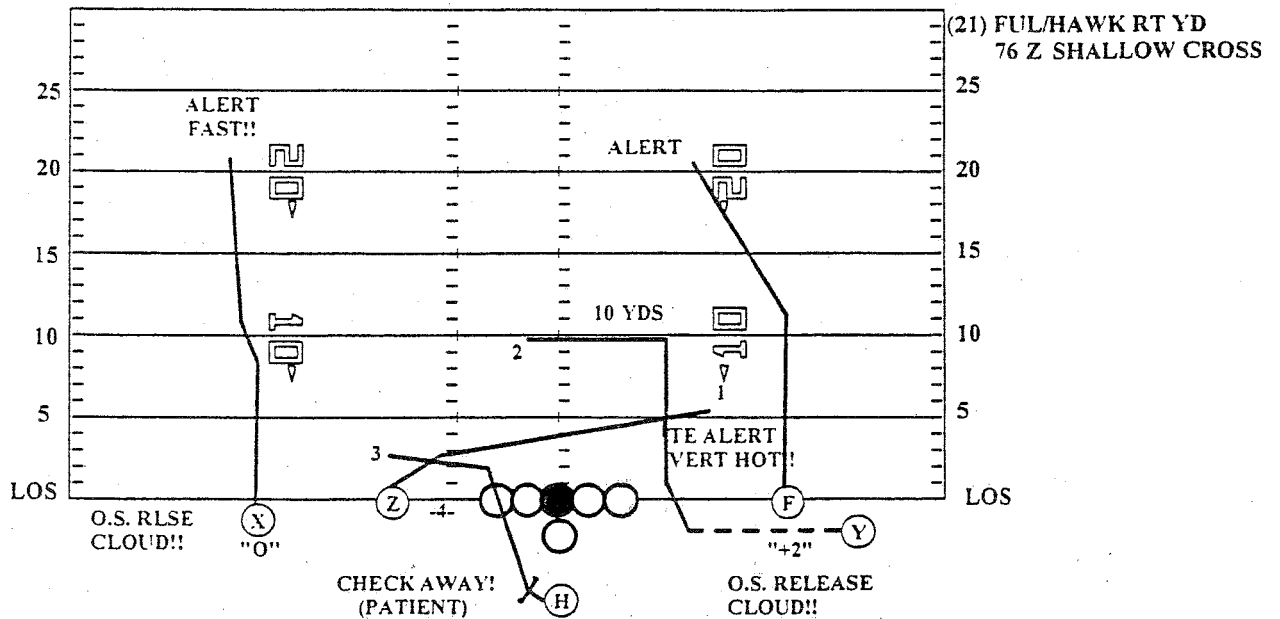
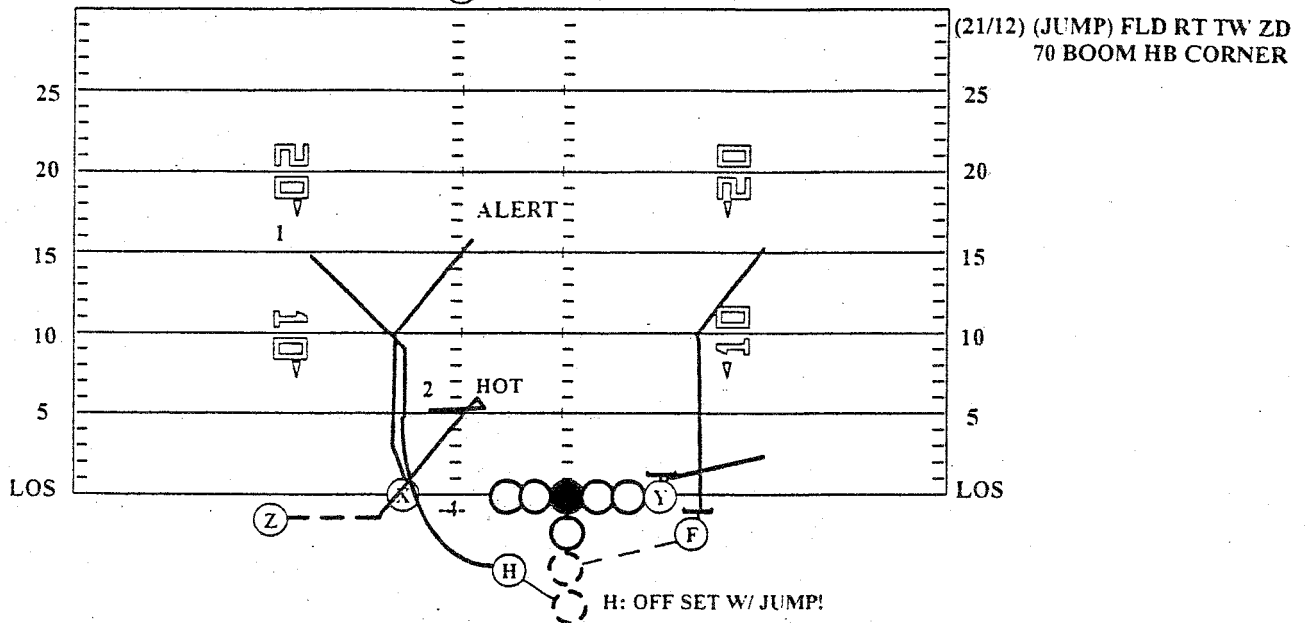
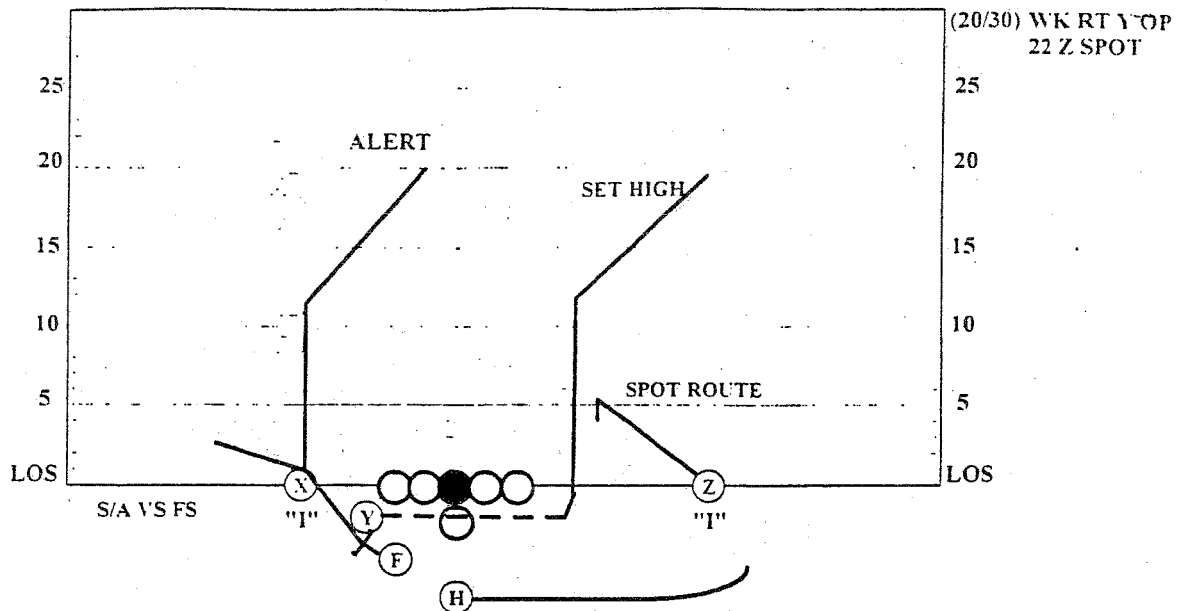
# PLAY ACTION



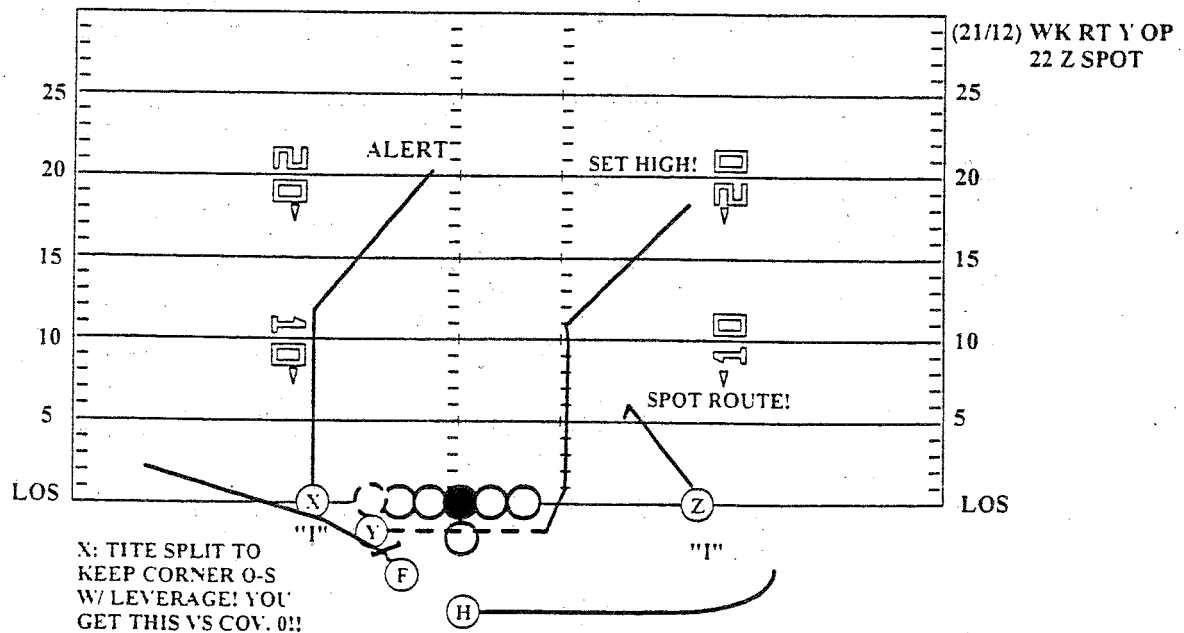
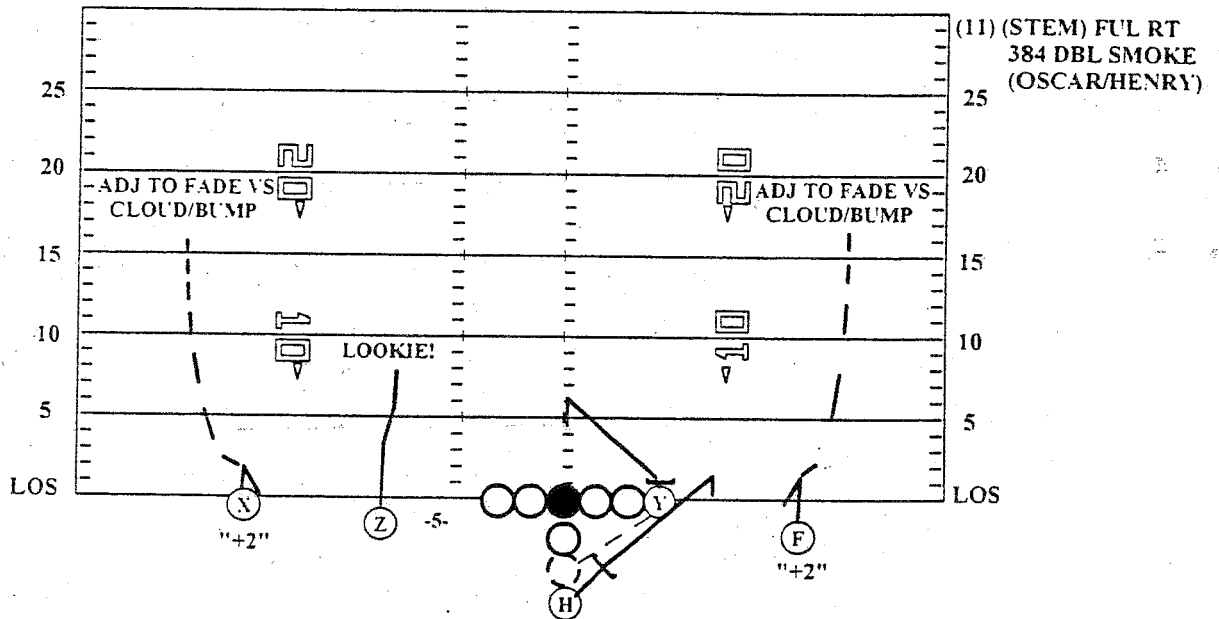
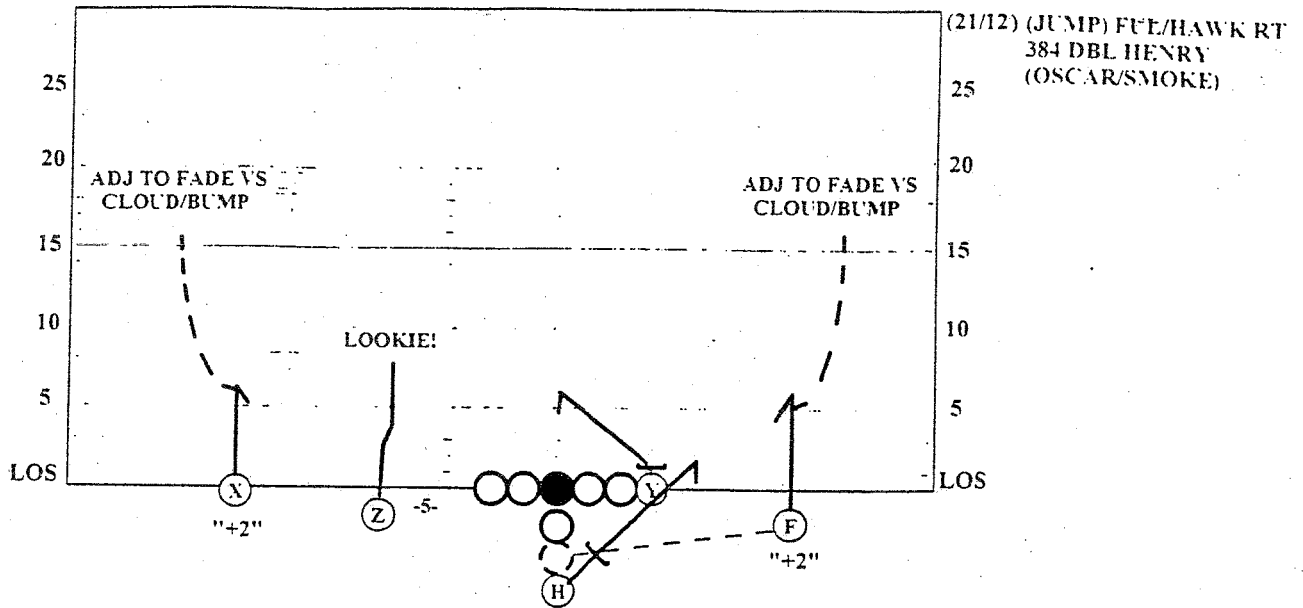
# BASE PASS



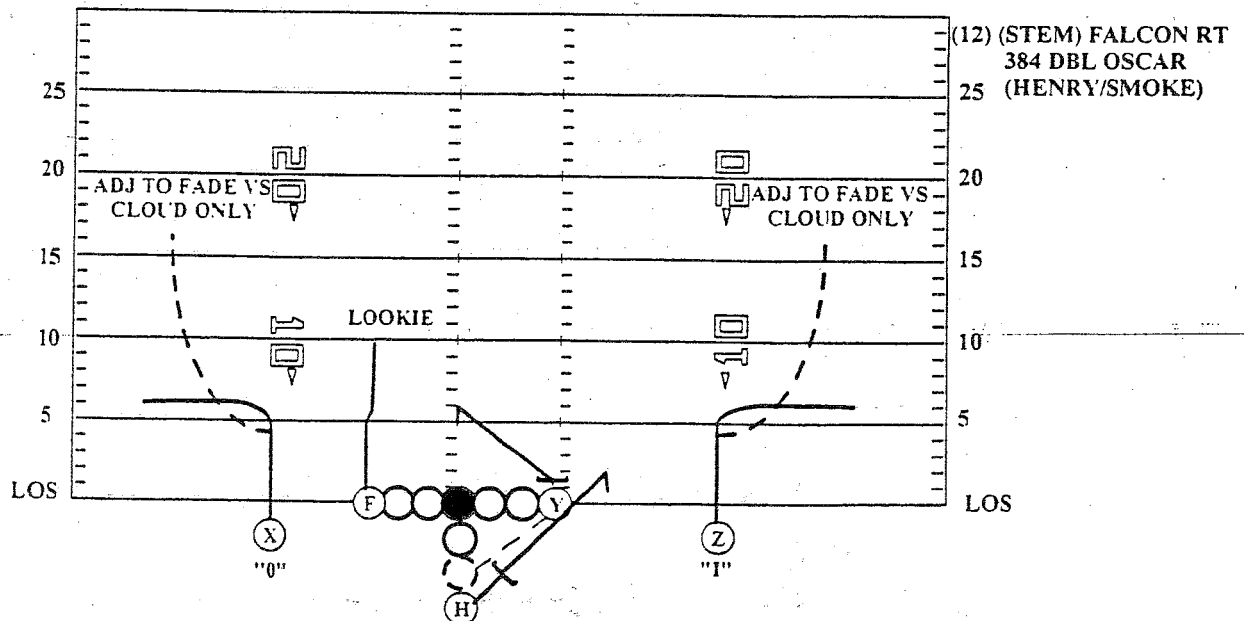
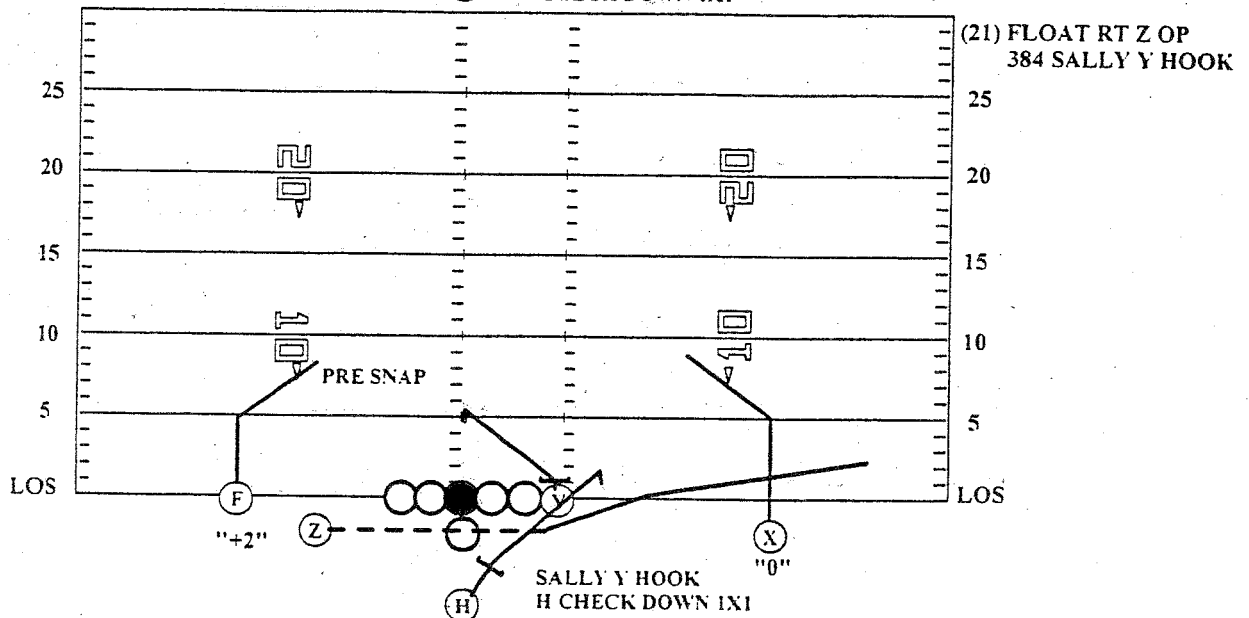
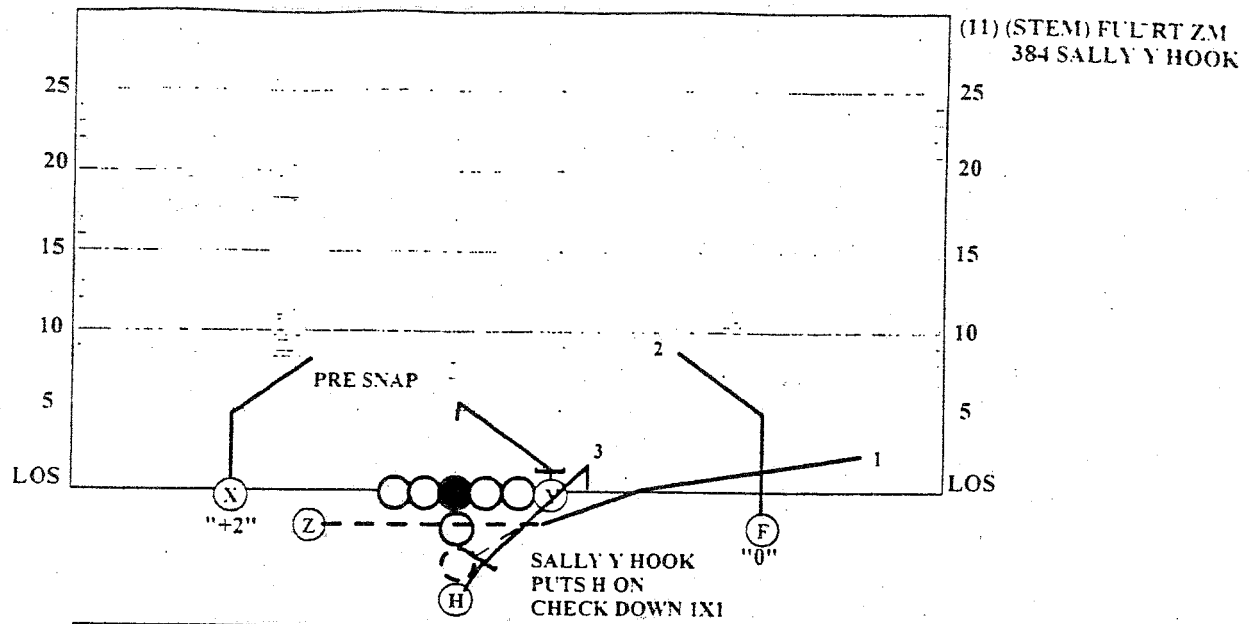
# BASE PASS



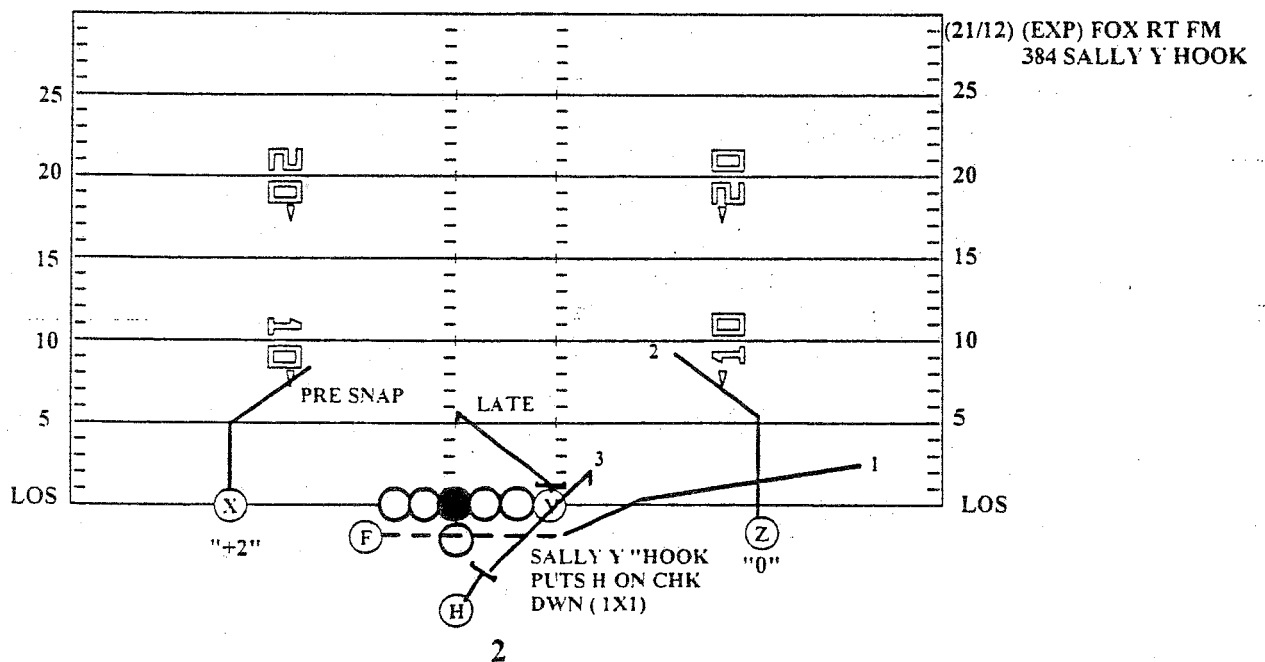
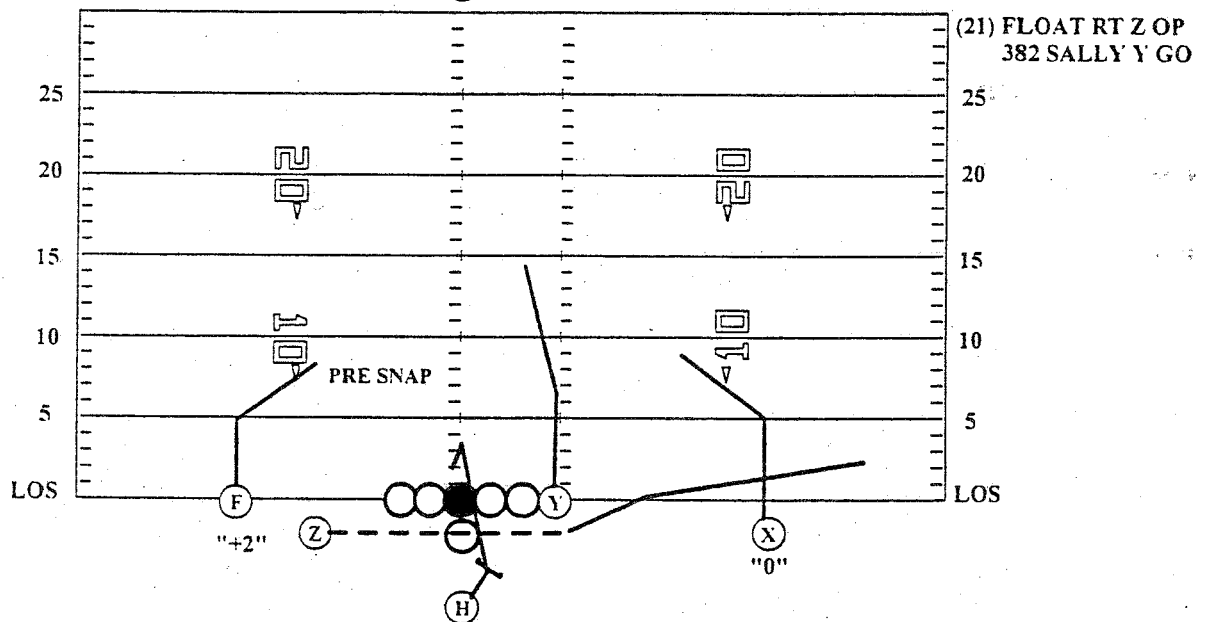
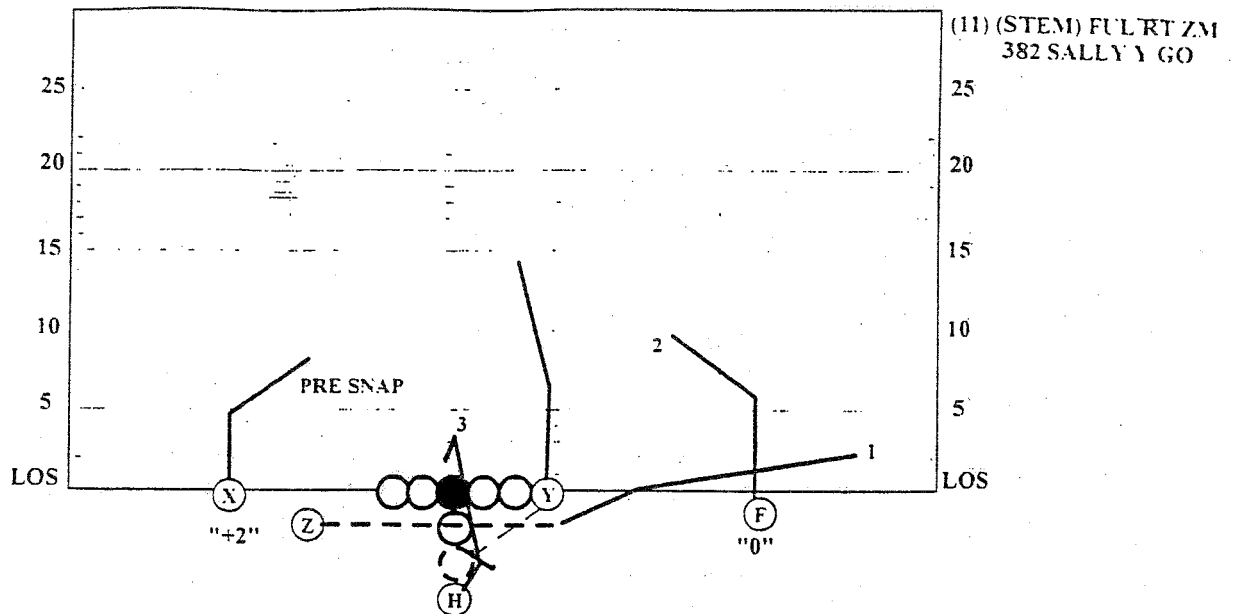
# BASE PASS



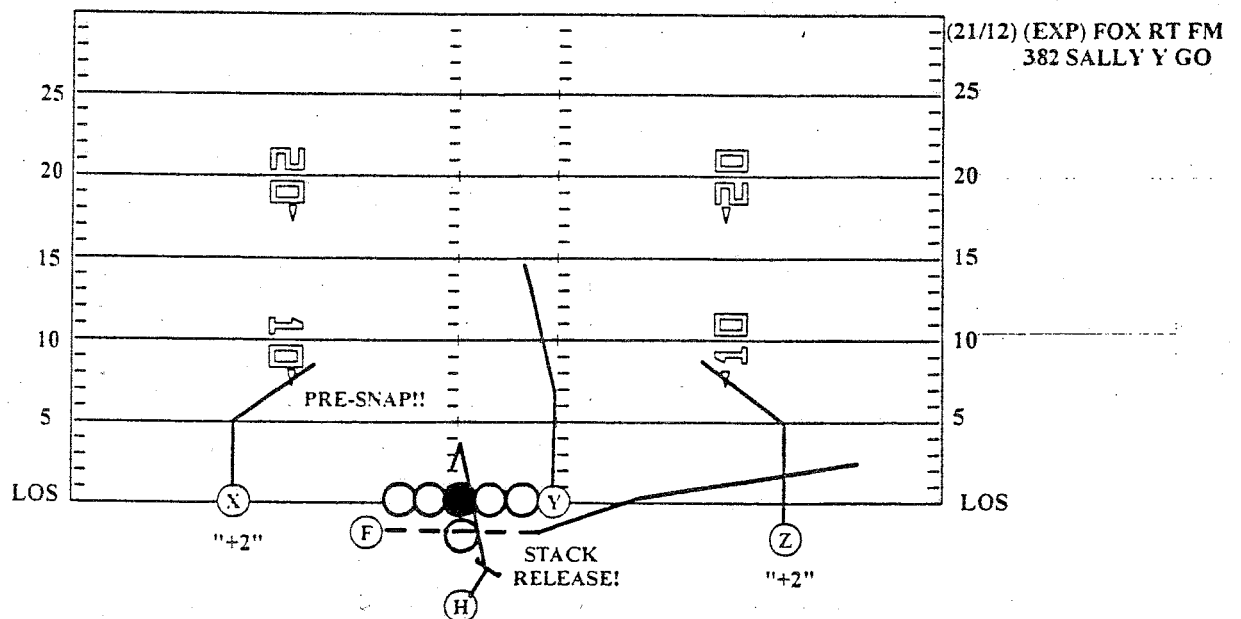
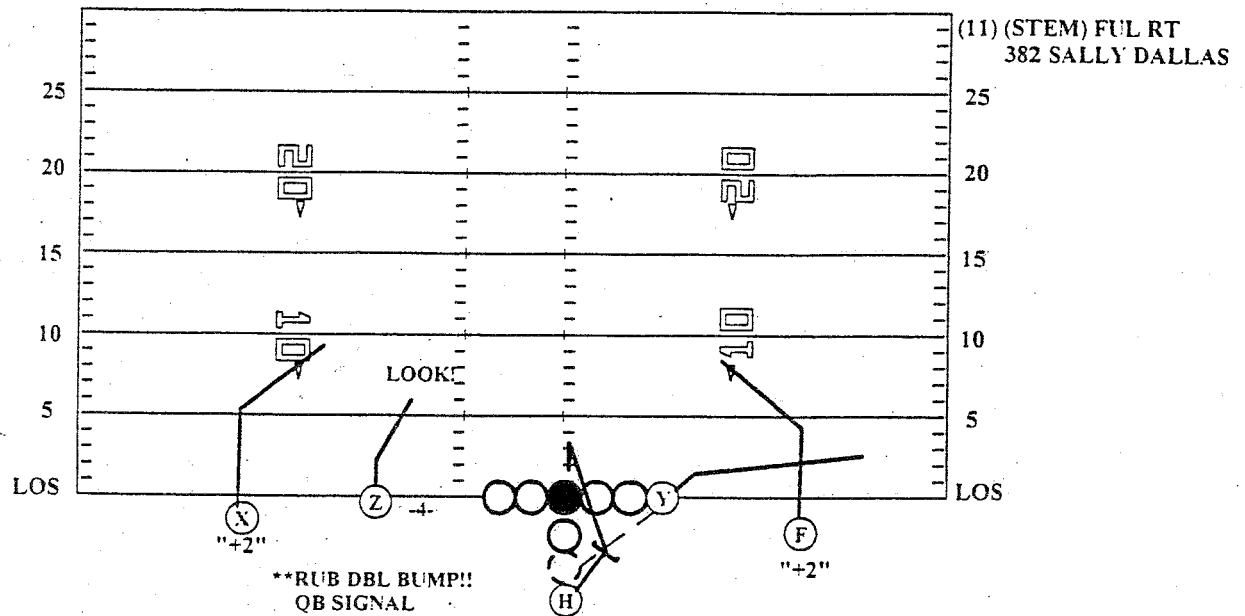
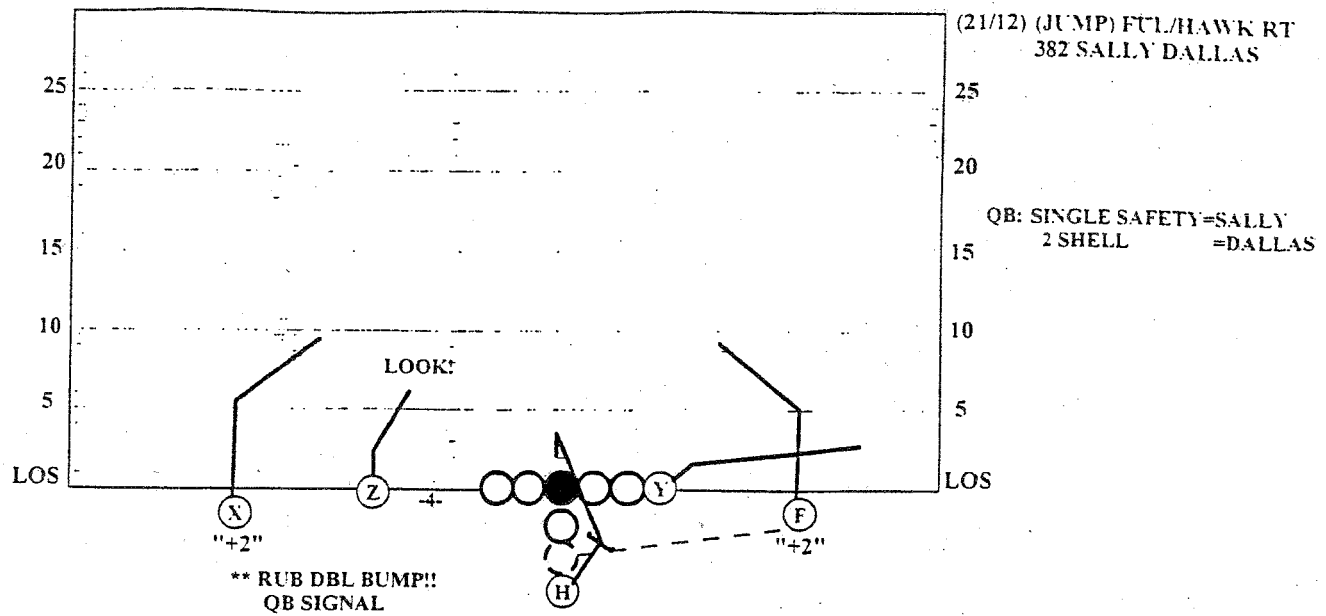
# BASE PASS



## BASE PASS



## BASE PASS





## DAY #5 WED JULY 26<sup>TH</sup> 2000

### BASE RUN:

TOSS 39(38) BOB

(21/12) WK TWIN NASTY XF, (21/12) ZEL STR YF  
(30) EXP WK YP

"CWM 32(33) WHAM - 35(34) BOB

(22Z) STR CL

"ALERT" 38-39 GRACE

(22) I RT Z FOOT

"CWM" 38(39) GRACE - SPIDER 5(4) Z SNAG

(21) I TWIN NASTY

TOSS 38(39) BIM

(21) SCAT WK TWIN ZM, (12) EXP MIX FLD TARE FI  
(30) STR YOZ YF (*TO STRENGTH!*)

### *GOAL-LINE RUN PKG:*

TOSS 38(39) BOSS

(23) JMP WK FM, STEM WK FM, TRIX SCAT WK FM

TOSS 39(38) BOSS (*WEAK-SIDE*)

(22/23) BUNCH FF, I ZOP

18(19) POW O LOAD

(23) JOG FAR FM, STEM WK FM, SCAT FAR FM, WK

38(39) CTR F LOAD

(23) JOG FAR F DIV, STEM WK,  
SCAT WK, F&Z SHIFT STR TWIN

32(33) BLAST (STORM. READ IT. LAUNCH)

(23) STEM I, STEM WK FM, SCAT WK FM,  
I ZOP, JOG FAR FM

TOSS 38(39) CRACK

(23) BUNCH, SCAT BUNCH,  
STEM BUNCH, F&Z JUMP BUNCH

QB SNEAK RT

(23) WK, SCAT WK, STEM WK FM, STEM FAR

## DAY #5 WED. JULY 26<sup>TH</sup> 2000

### BASE PASS:

382(383) SALLY-DALLAS  
382(383) SALLY Y GO

384(385) SALLY Y HOOK

384(385) DBL OSCAR/HENRY/SMOKE

22(23) Z SPOT  
70(71) BOOM HB CORNER  
76(77) Z SHALLOW CROSS  
54(55)  
58(59)

(21) (JUMP) FUL/HAWK. (11) (STEM) FUL  
(21/12) (EXP) FOX FM. (11) (STEM) FUL ZM.  
(21) FLOAT ZOPP  
(21/12) (EXP) FOX FM. (11) (STEM) FUL ZM.  
(21) FLOAT ZOPP  
(12) (STEM) FAL. (21) (JUMP) FUL/HAWK.  
(11) (STEM) FUL  
(21/12) WK YOP. (20/30) WK YOP  
(21/12) (JUMP) FLD TW ZD  
(21) FUL/HAWK YD. (11) CLUSTER FM  
(21/12) BROWN (SLOT)  
(21/12) BROWN (SLOT)

### PLAY ACTION:

SPIDER 4 HARRY  
PFB 2 DBL SQ-OUT  
PFB 2 DIG (GO)  
PHB 2 X DEEP IN (GO)

(21/12) (EXP) FLD LT FF. (22Z)(F&Z JMP) FLK LT CL Z  
(21/12) LEAP I RT (ZD)  
(21) (STEM) I RT. (12) WAL FAL RT FM  
(21) (STEM) I RT. (12) WAL FAL RT FM

### ACTION:

SPRINT RT Z IN  
SPRINT RT Y COR  
NAKED 39 F TRAIL Y SAIL

(30) STR RT SL ZM  
(30) STR RT SL ZM  
(21/12) JUMP WK (FP)

### SCREENS:

FK 38 CTR SWEEP SCR LT Y

(12) WALTZ FAL FM, (21) (STEM) WK FM

### SPECIALS:

TOSS 39 BASE FLEAFlicker

(12) FAL LT EXTRA ZF

## *GOAL-LINE PASS:*

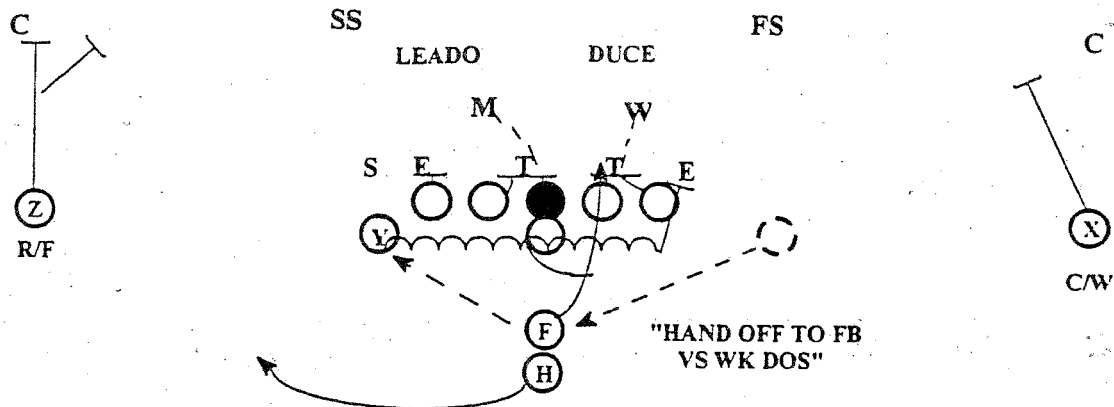
P 82 F ARROW

PFB2 Z BEHIND  
P 34 Y CORNER  
FK 19 POW O LOAD BOOT PASS RT  
SPRINT RT 'G' Z SNAG  
SPRINT RT SOLID Z QK-ARROW

(21/12) (SCAT) I (STR) RT TW ZM,  
(22Z/23) (STEM) I RT CL ZP  
(23) (STEM) WK RT FM  
(22/23) SCAT I RT (CL) ZF  
(23) (F&Z JMP) WK LT FM  
(22) ZOOM FLD LT TWIN  
(22) (EXP) WK LT CL ZF

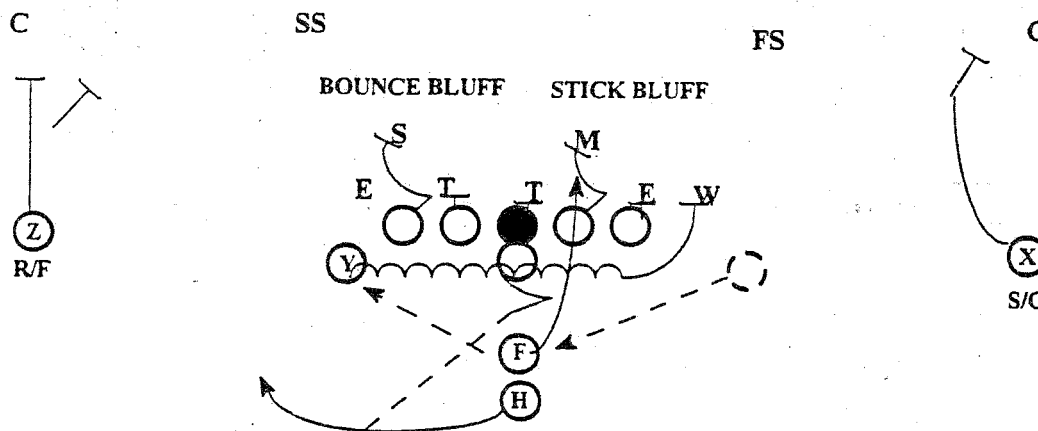
# FK 62 BASE PITCH LT

(21) STEM I LT YF



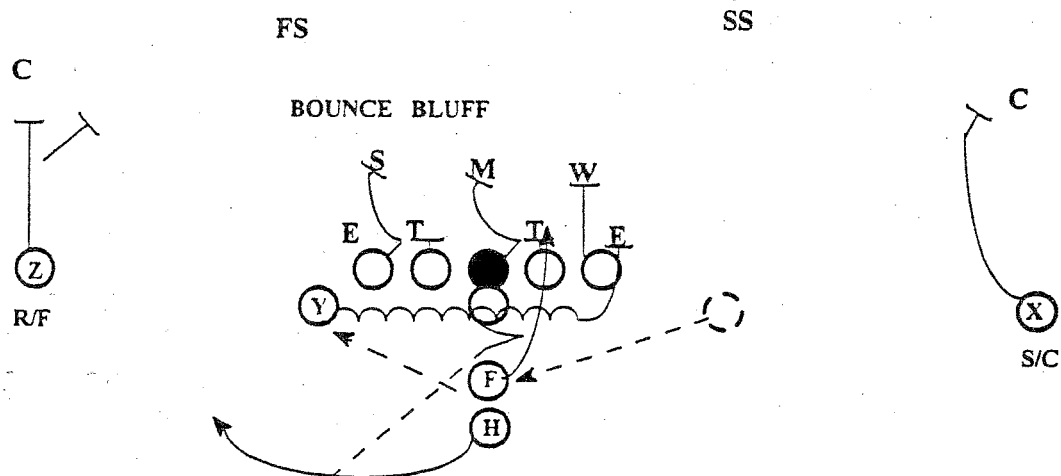
UNWINK

(21) STEM I LT YF



OVSINK

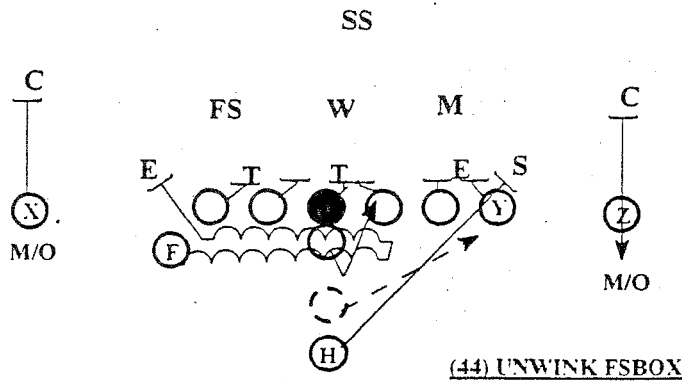
(21) STEM I LT YF



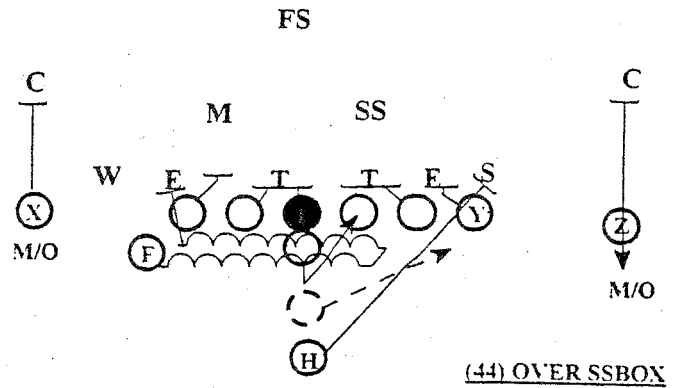
SWIM

# QB SNEAK RT

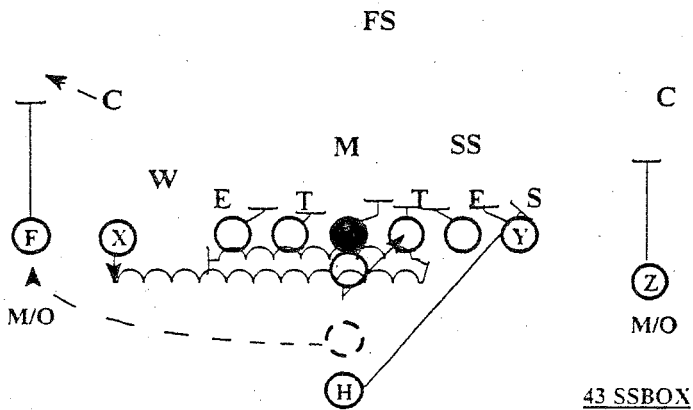
(21/12) STEM FOX RT F PEEL



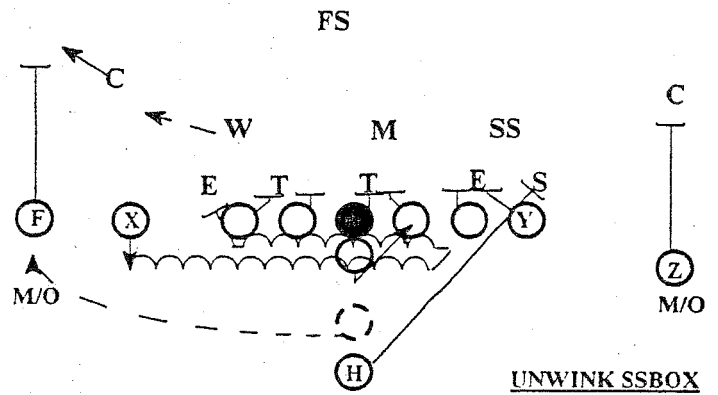
(21/12) STEM FOX RT F PEEL



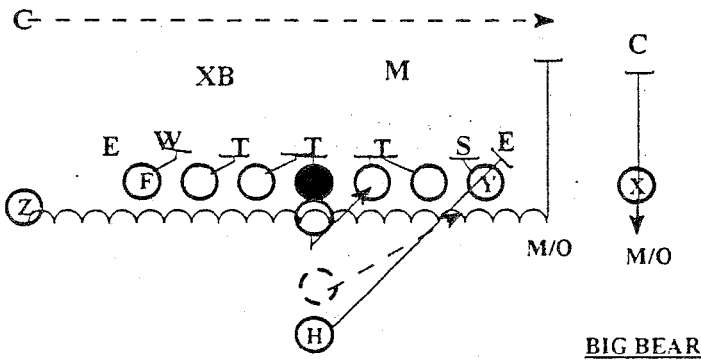
(12) JUMP FAR RT X PEEL TITE



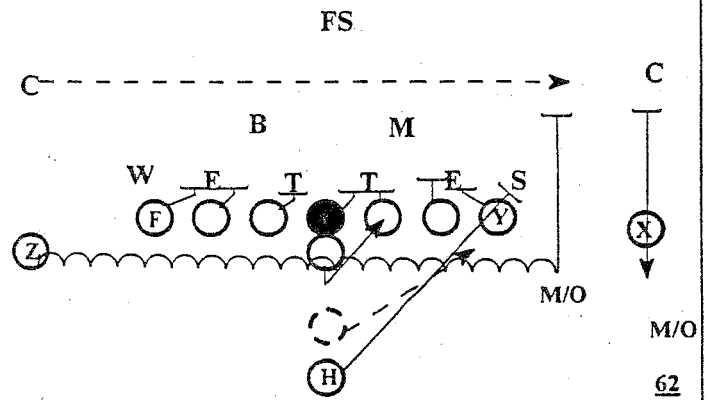
(12) JUMP FAR RT X PEEL TITE



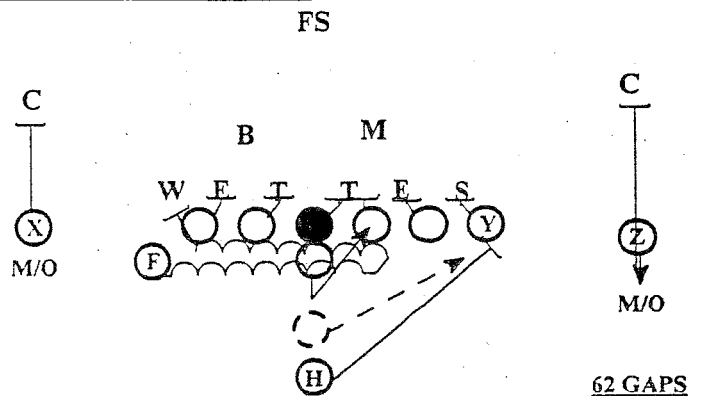
(12) STEM FAL RT SWITCH ZM



(12) STEM FAL RT SWITCH ZM



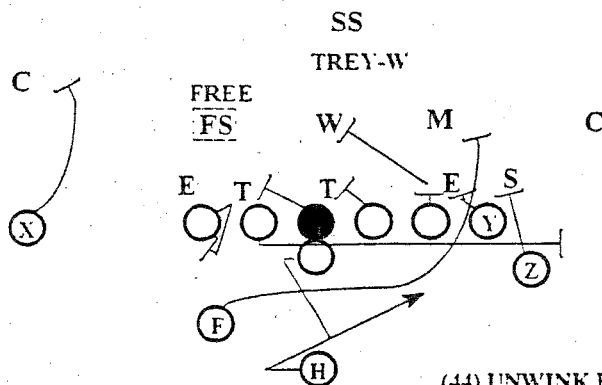
(21/12) STEM FOX RT F PEEL



# "CWM" 38 CTR "F" LOAD / 33 BLAST STORM

(22Z) WK RT CLOSE

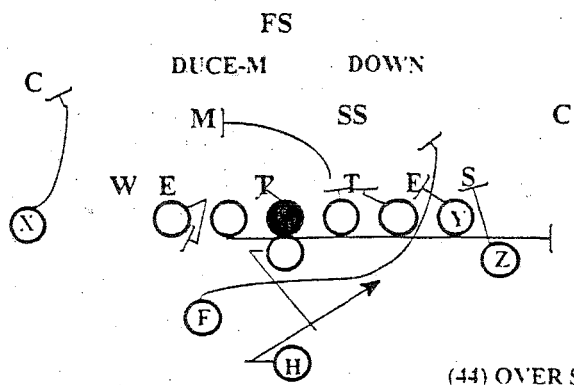
"WHITE 38"



(44) UNWINK FSBOX

(22Z) WK RT CLOSE

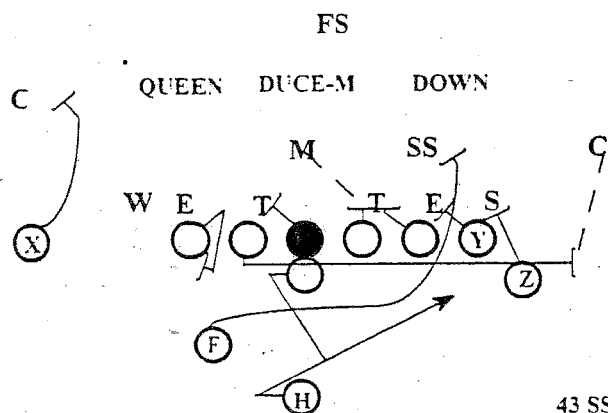
"RED 38"



(44) OVER SSBOX

(22Z) WK RT CLOSE

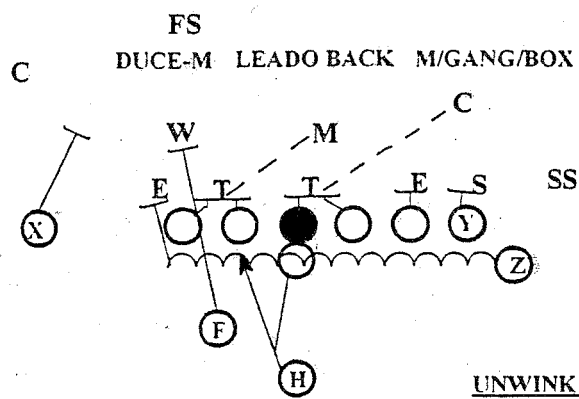
"RED 38"



43 SSBOX

(22Z) WK RT CLOSE

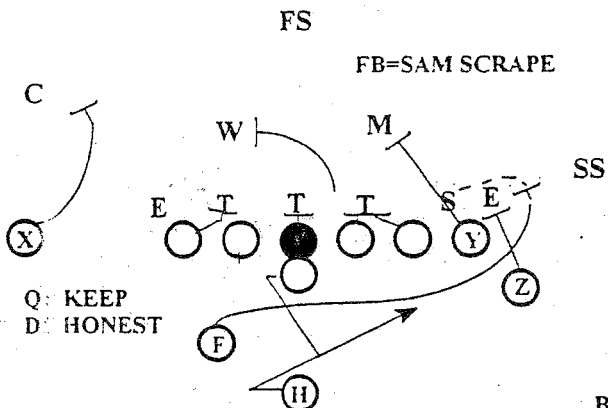
"BLUE 33"



UNWINK SS

(22Z) WK RT CLOSE

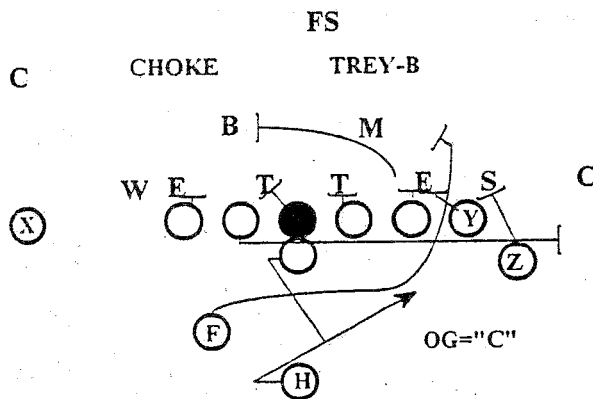
"GREEN 38"



BIG BEAR

(22Z) WK RT CLOSE

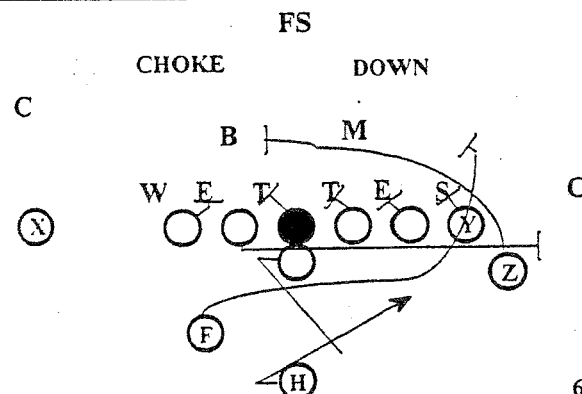
"RED 38"



62

(22Z) WK RT CLOSE

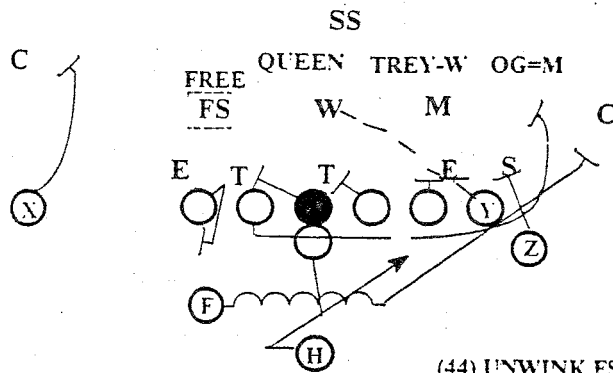
"WHITE 38"



62 GAPS

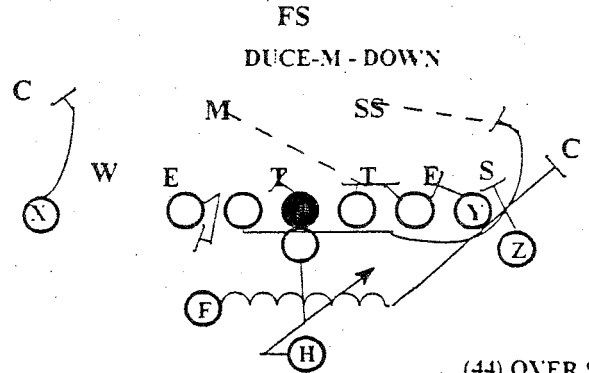
# 18 (19) POWER "O" LOAD

(22Z) STEM WK RT CLOSE FM



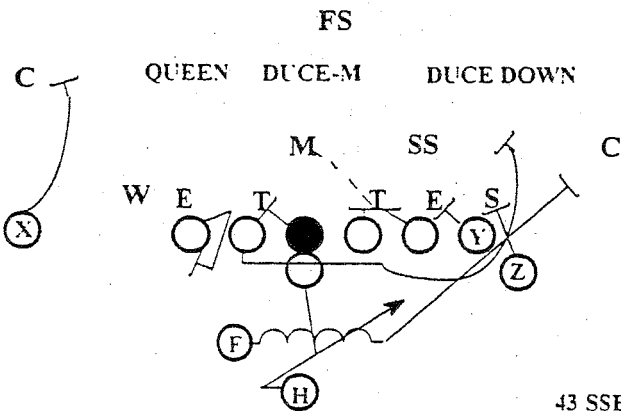
(44) UNWINK FSBOX

(22Z) STEM WK RT CLOSE FM



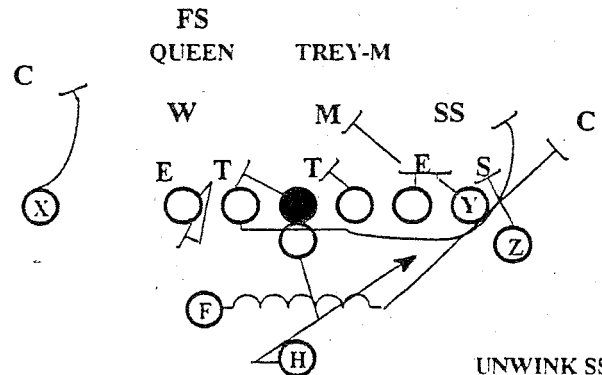
(44) OVER SSBOX

(22Z) STEM WK RT CLOSE FM



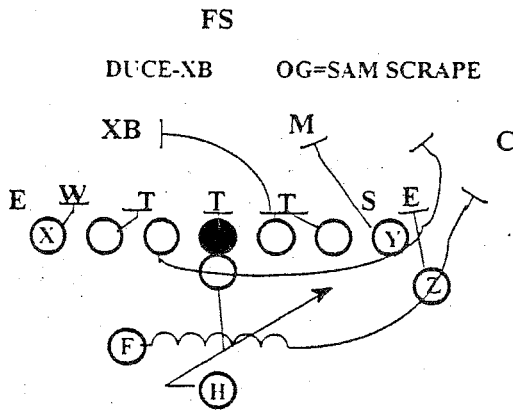
43 SSBOX

(22Z) STEM WK RT CLOSE FM



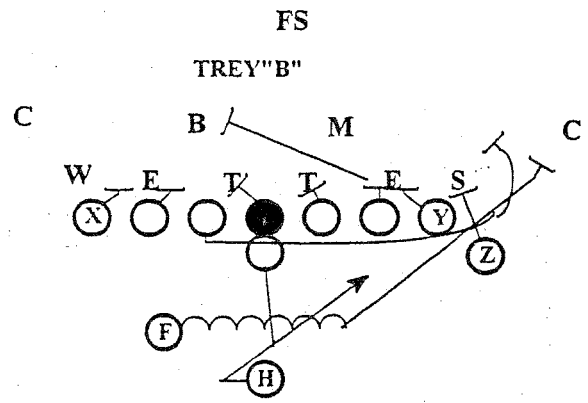
UNWINK SSBOX

(23) STEM WK RT CLOSE FM



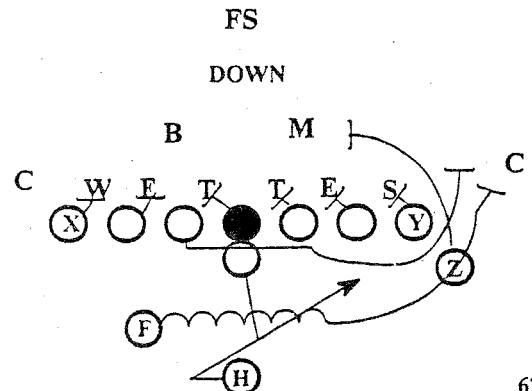
BIG BEAR

(23) STEM WK RT CLOSE FM



62

(23) STEM WK RT CLOSE FM

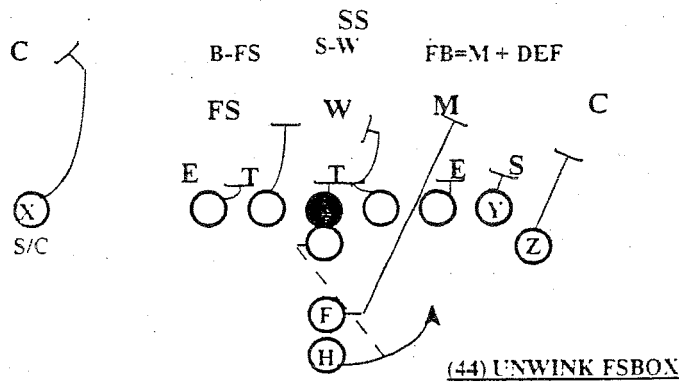


62 GAPS

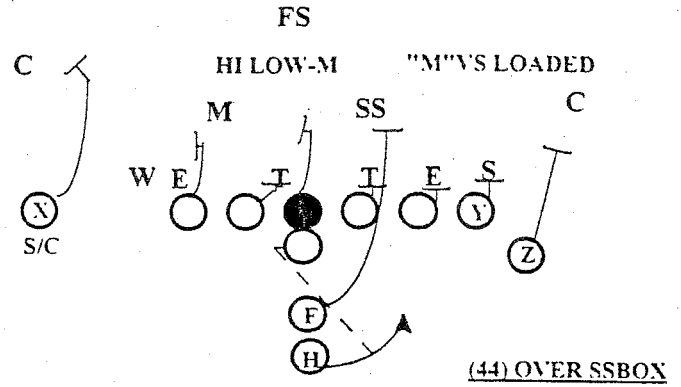
# TOSS 38 (39) BUSTER BOOM

(22Z) 1 RT CLOSE

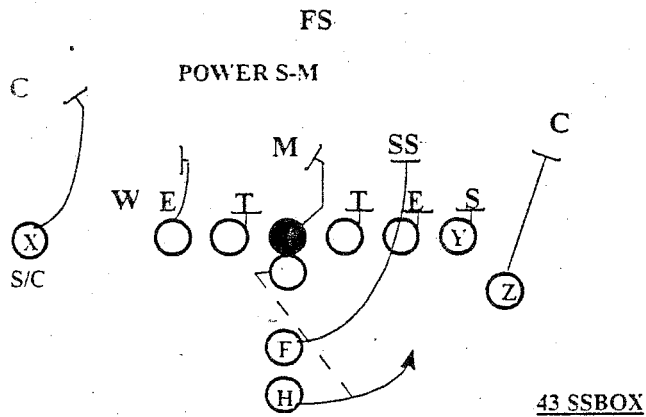
+= BACK



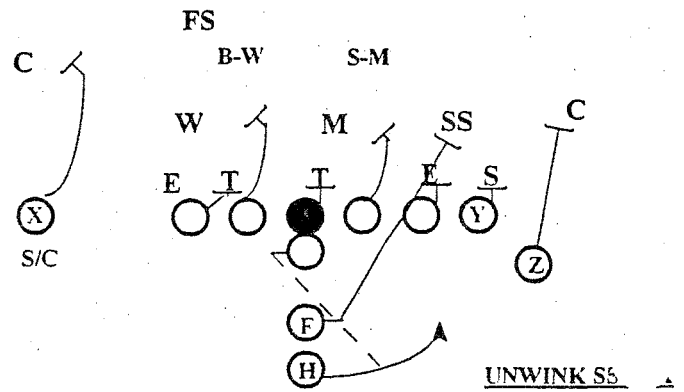
(22Z) 1 RT CLOSE



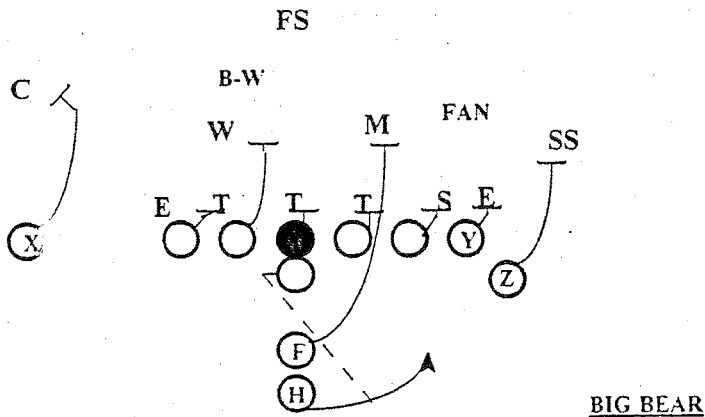
(22Z) 1 RT CLOSE



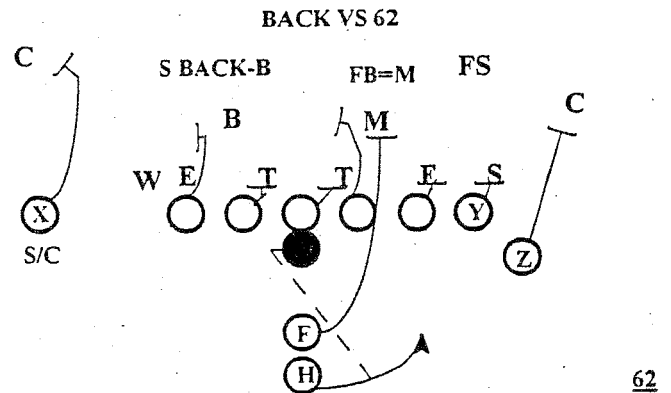
(22Z) 1 RT CLOSE



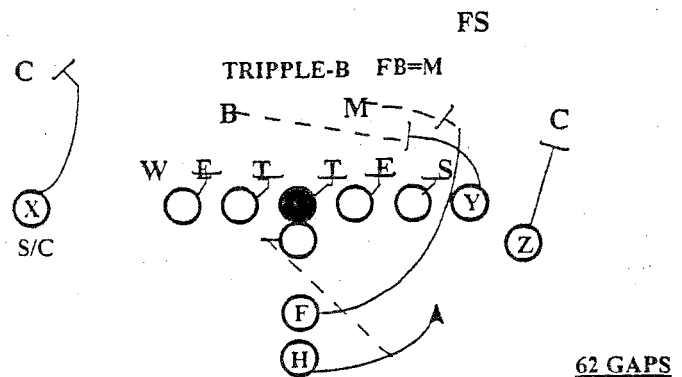
(22Z) 1 RT CLOSE



(22Z) 1 RT CLOSE

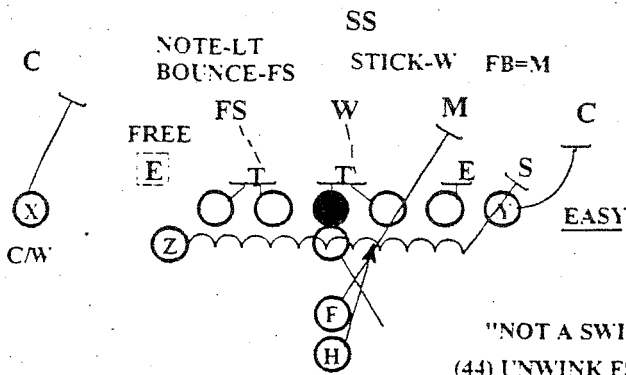


(22Z) 1 RT CLOSE

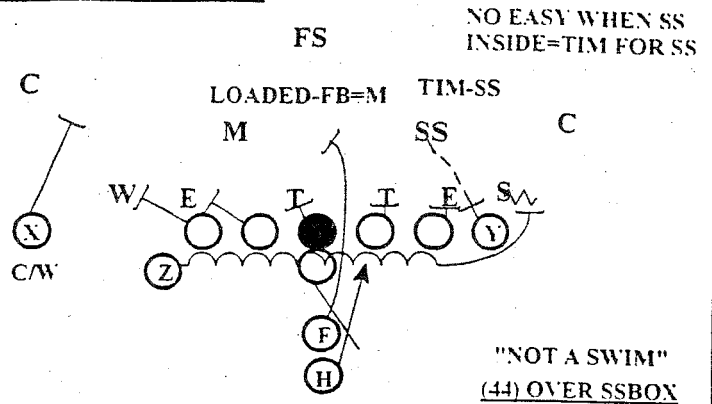


# 32 (33) BLAST SWIM EASY

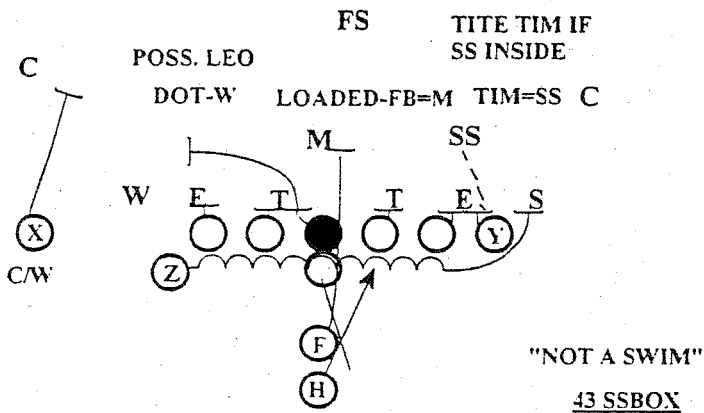
(22Z) TRIX I RT SLOT ZM



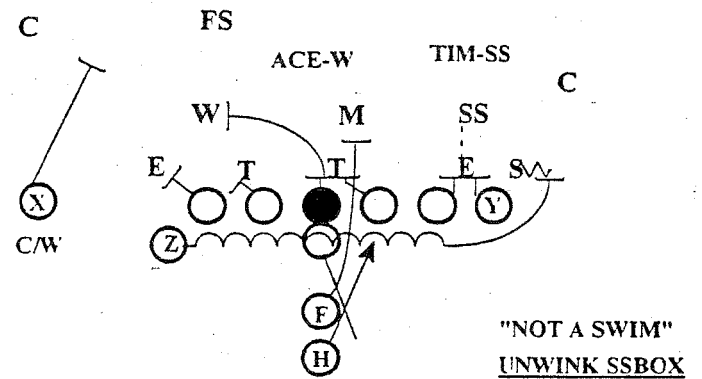
(22Z) TRIX I RT SLOT ZM



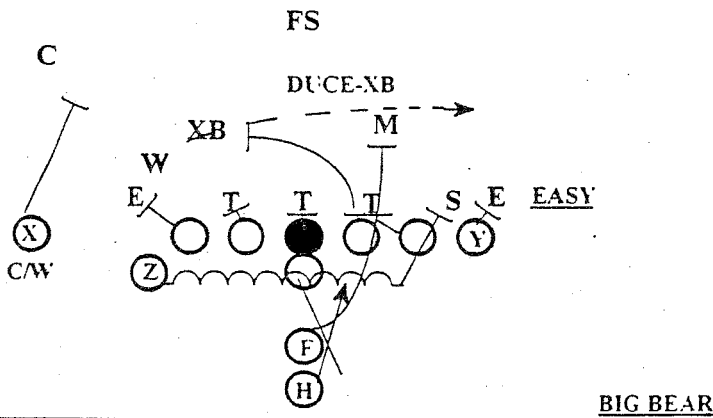
(22Z) I RT SLOT ZM



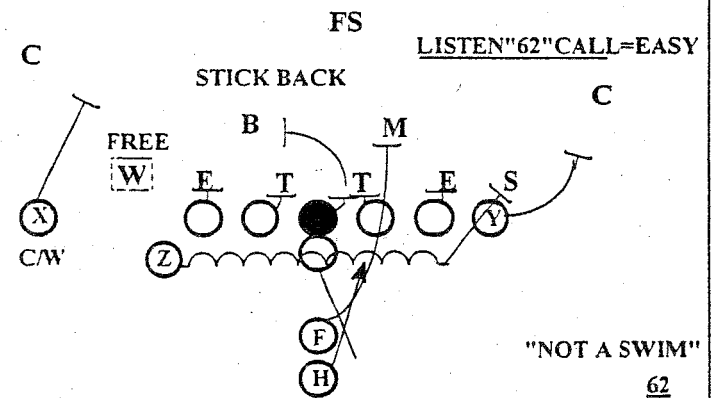
(22Z) I RT SLOT ZM



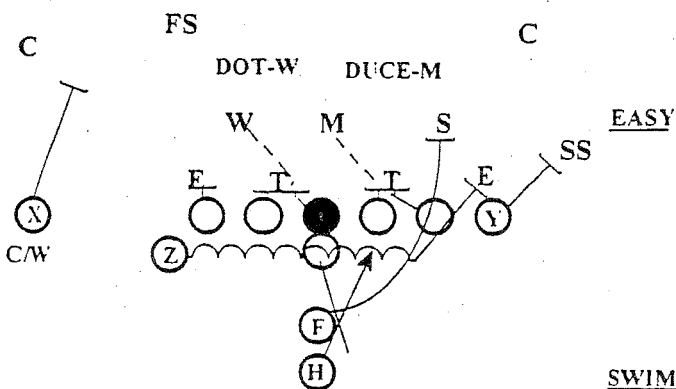
(22Z) I RT SLOT ZM



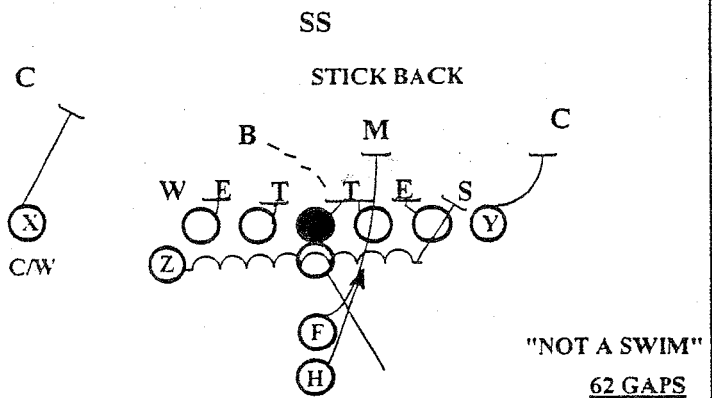
(22Z) I RT SLOT ZM



(22Z) I RT SLOT ZM



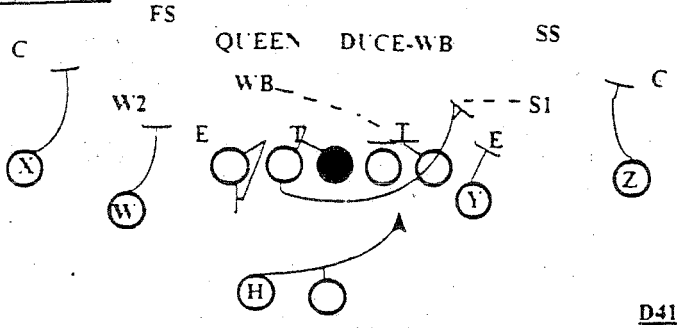
(22Z) I RT SLOT ZM





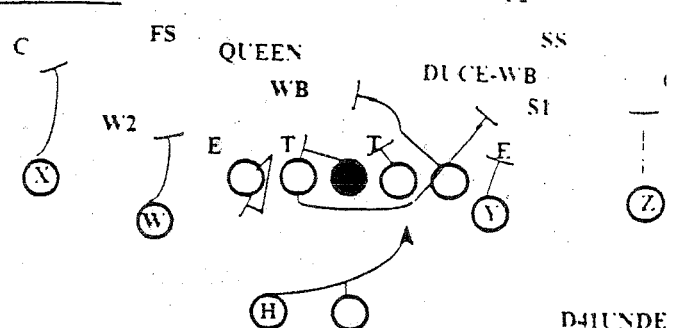
# 16 POST

(100) DBL RT



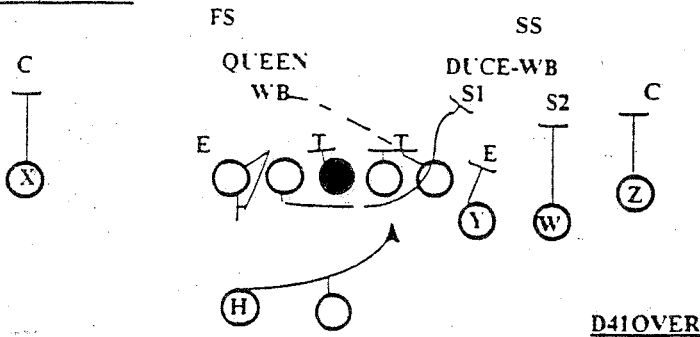
D41

(100) DBL RT



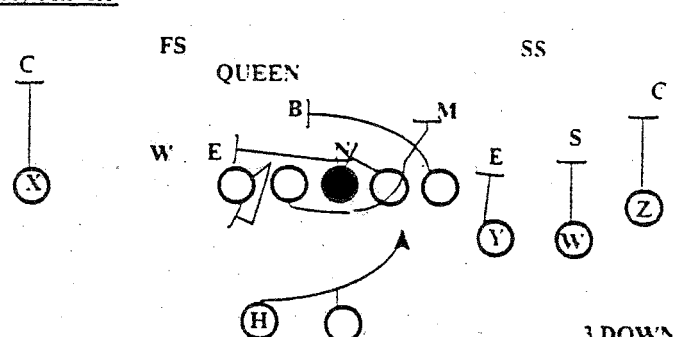
D41 UNDE

(100) TRP RT



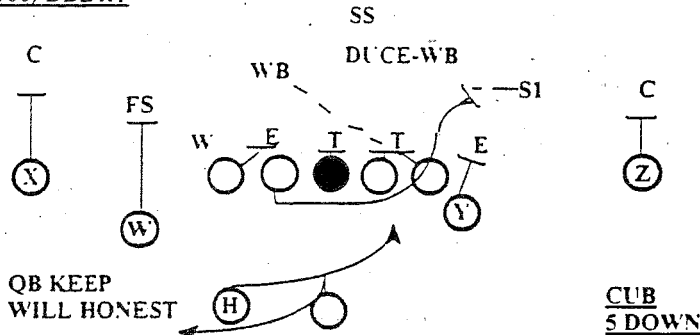
D41 OVER

(100) TRP RT



3 DOWN

(100) DBL RT

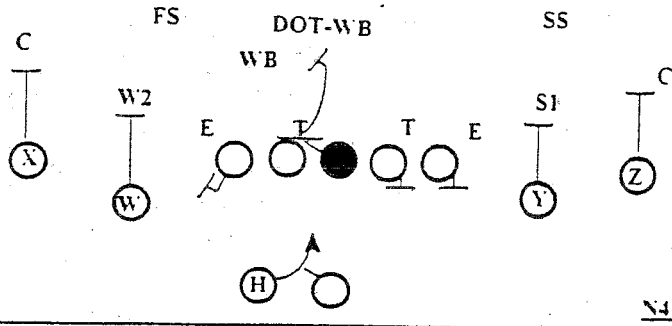


QB KEEP  
WILL HONEST

CUB  
5 DOWN

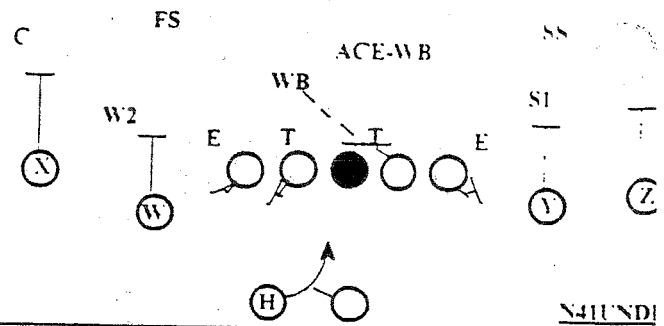
# 42 FOLD

(100) DBL RT



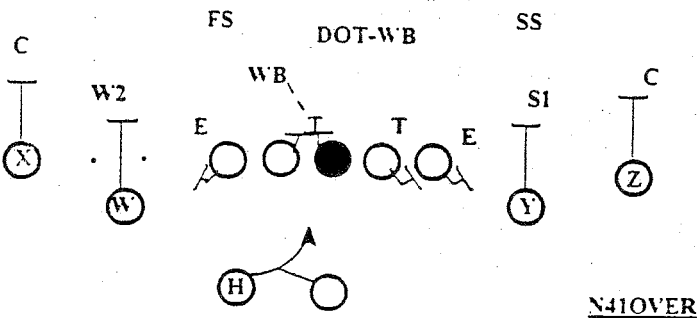
N41

(100) DBL RT



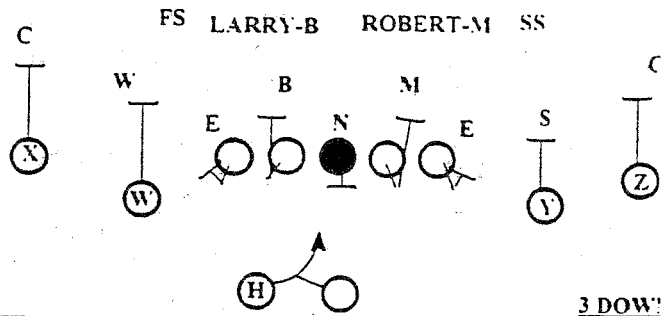
N41UNDI

(100) DBL RT



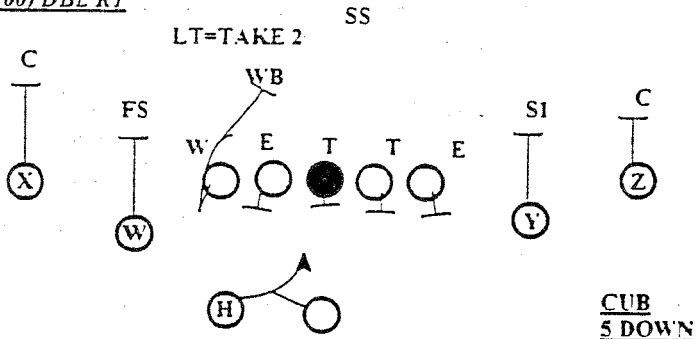
N41OVER

(100) DBL RT



3 DOWN

(100) DBL RT



CUB  
5 DOWN

## DAY #8 TUES. AUGUST 1<sup>ST</sup> 2000

### BASE PASS:

20(21) TAHOE  
76(77) SCRAM TAHOE  
86(87) F OVER Z COR  
"KILL" 374(375) HOUS {82(83) DBL SEAM}  
"KILL" 54(55) DBL STRUT {20(21) TAHOE}  
"KILL" 58(59) {20(21) TAHOE}  
24(25) SEARCH DBL GO(STRUT) HB READ  
28(29) SEARCH SIN CRAZY  
28(29) SEARCH DBL HOOK(DBL CB)  
22(23) W ESCAPE

(21) LEAP BR ZD. (12) EXP BUNCH FP  
(11) FLK YOPP  
(12/11) SCAT FLEX SL FP  
(11) FUL  
(21) BROWN  
(21) BROWN  
(200) RED  
(200) RED  
(200) RED  
(100) TRIPS YP

### PLAYACTION:

PEPPER 32 SWIM X HITCH  
PEPPER 32 BASE X HITCH  
K4(5) Y COR  
PFB2 DIG Y COR (Y STING)  
PFB2 SIN Y COR (Y STING)

(21) (BOG) I RT SLOT, (12) JUMP I RT ZF  
(12) (STEM) FAL RT EXTRA ZOP  
(21/12) CLUST FM  
(21) (BOG) I RT SL, (12) FAL RT SL FM  
(21) (BOG) I RT SL, (12) FAL RT SL FM

### ACTION:

NAKED 39 F TRAIL  
NAKED 39 SLOW X STRUT CB  
NAKED 39 SLOW Z STRUT CB

(30) STEM WK YP  
(12) STEM FAL LT EXTRA XF  
(21/12) EXP FLD RT FF

### SCREENS:

SPRINT RT X IN SCREEN LT Y

(21/12) SCATTER WK LT SLOT HM, (11) STEM FUL L1

### SPECIALS:

## DAY #8 TUES. AUGUST 1<sup>ST</sup> 2000

### BASE RUN:

32(33) BOOM

33(32) BLAST STORM

35(34) BOB "Z" BLUFF

TOSS 38(39) CRACK

"ALERT" 35 BOB EASY

(22Z) FOX CL (FP), WK CL FP, JOG WK CL FP

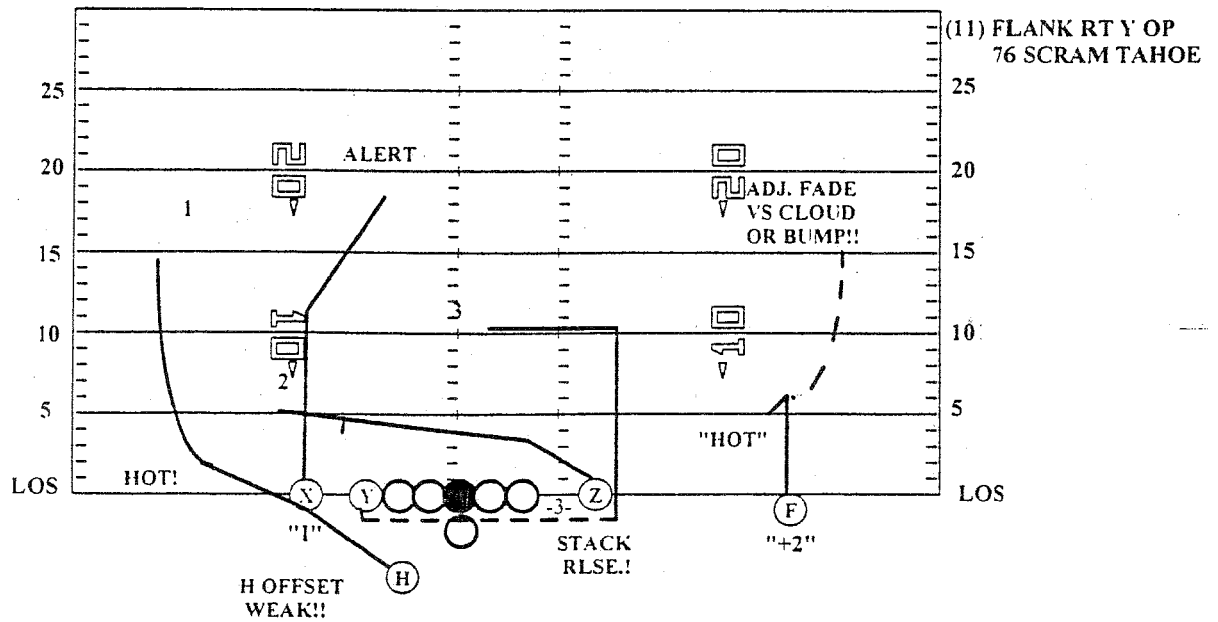
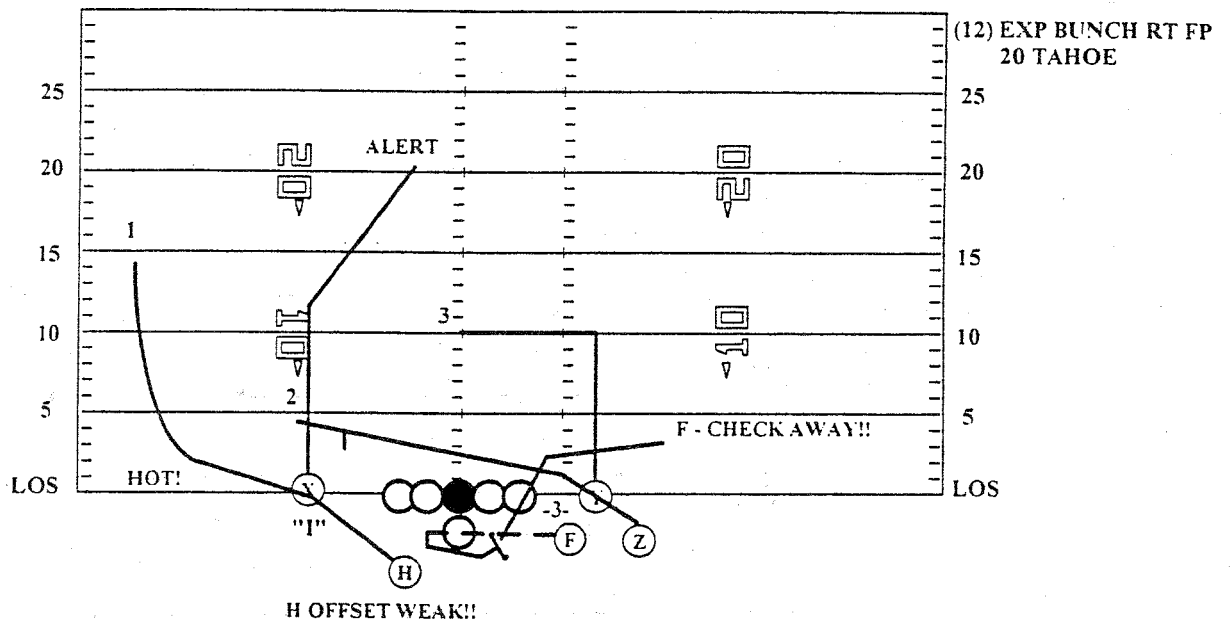
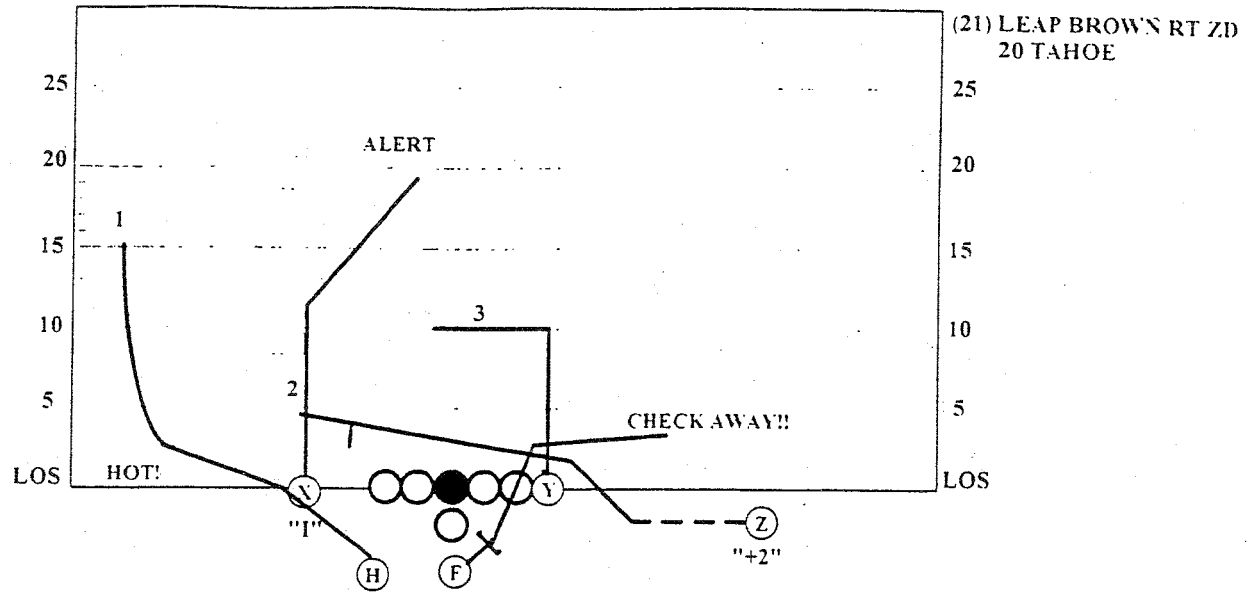
(22Z) JOG I SL ZP TITE, I SL ZP TITE, BOG I SL ZP TI

(22Z) (STEM) I CL ZF, JOG I CL ZF, JOG I SL ZP

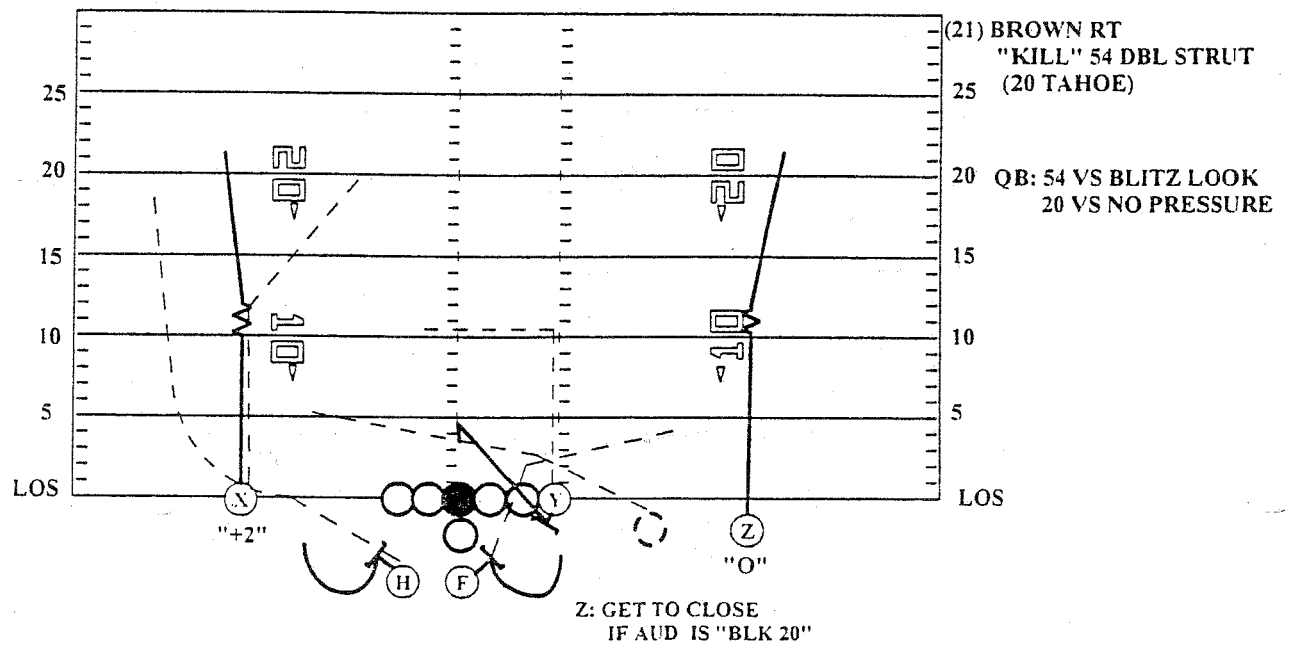
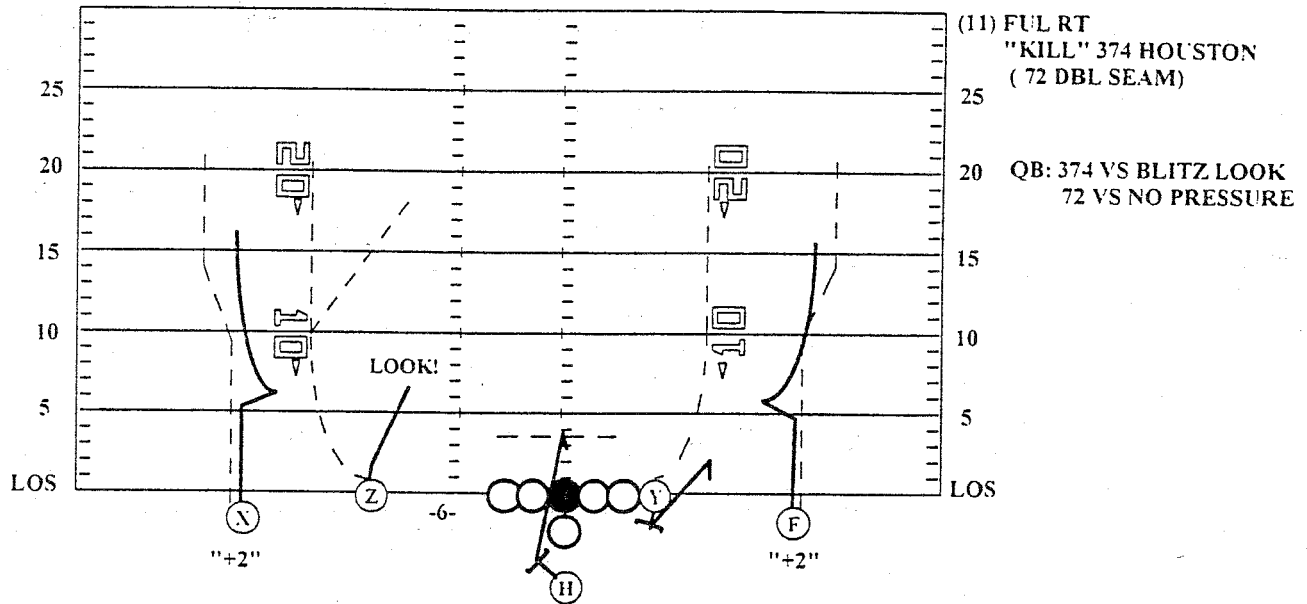
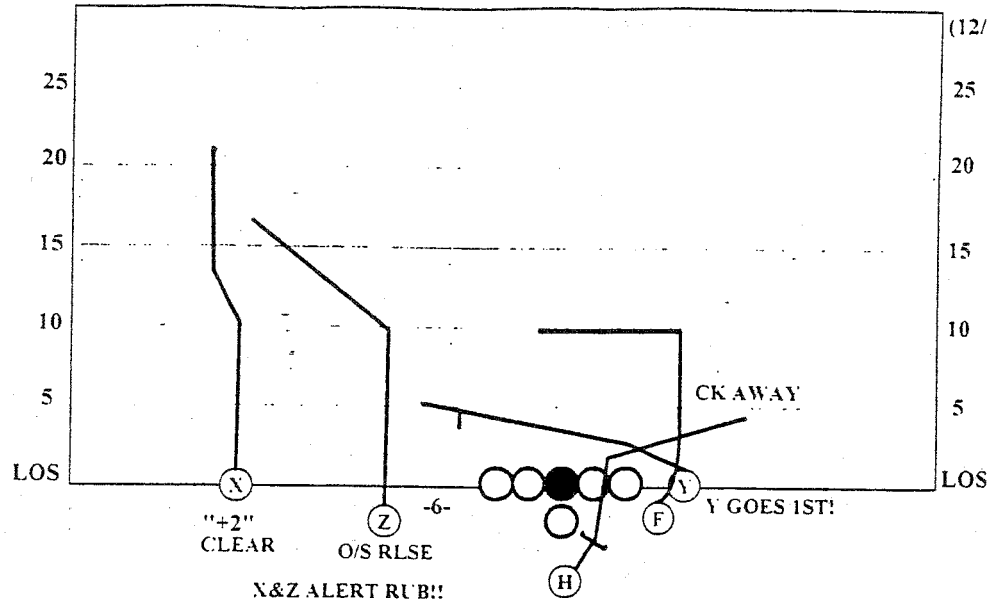
(22Z) EXP BUNCH RT, JOG BUNCH RT (FP)

(22) I RT ZF

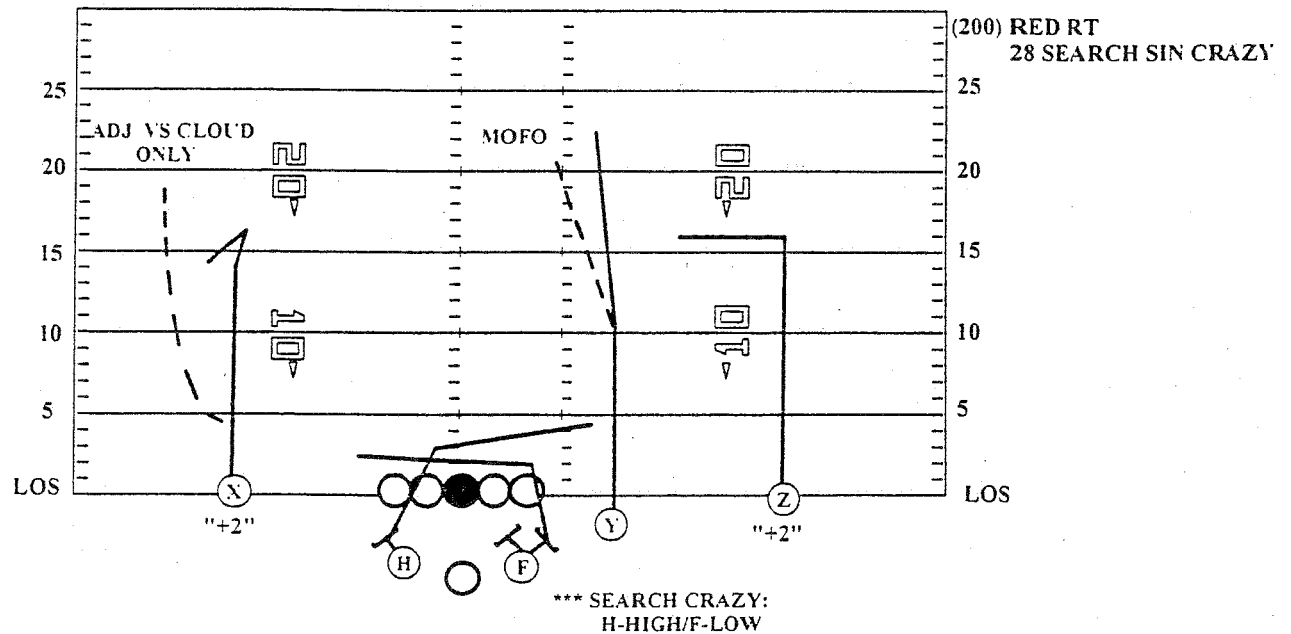
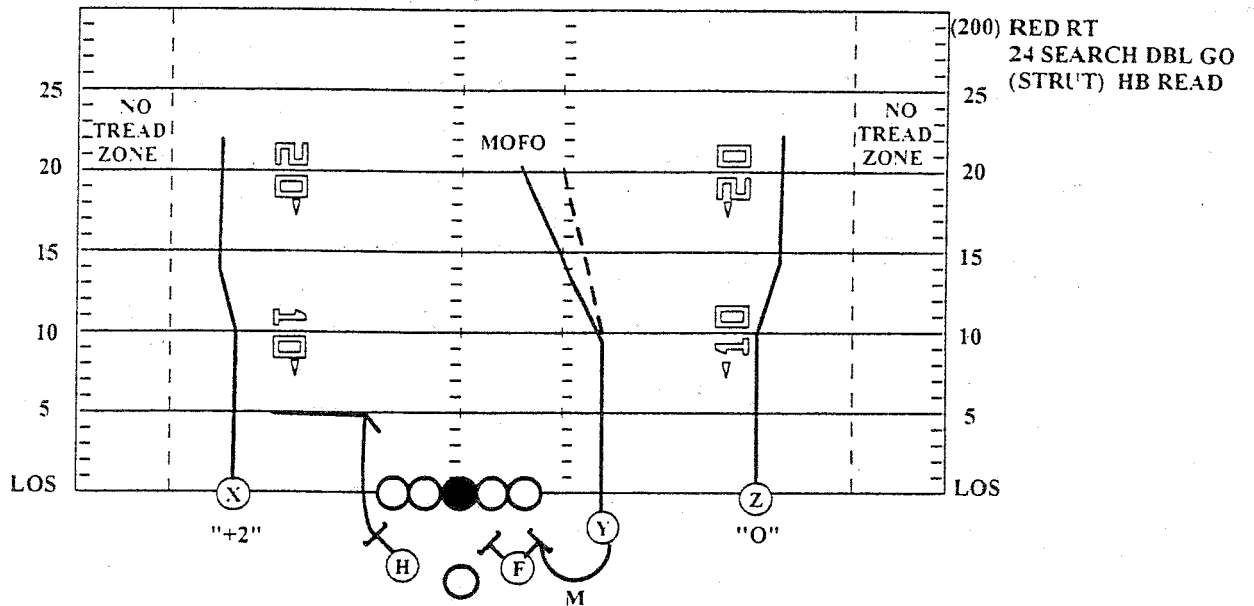
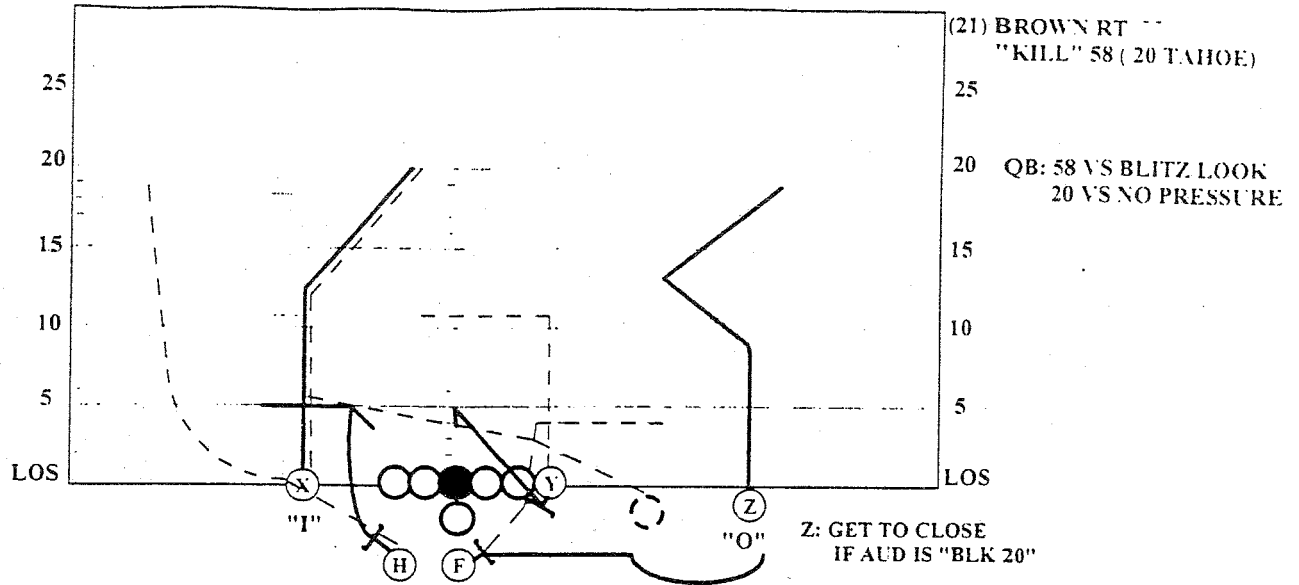
# BASE PASS



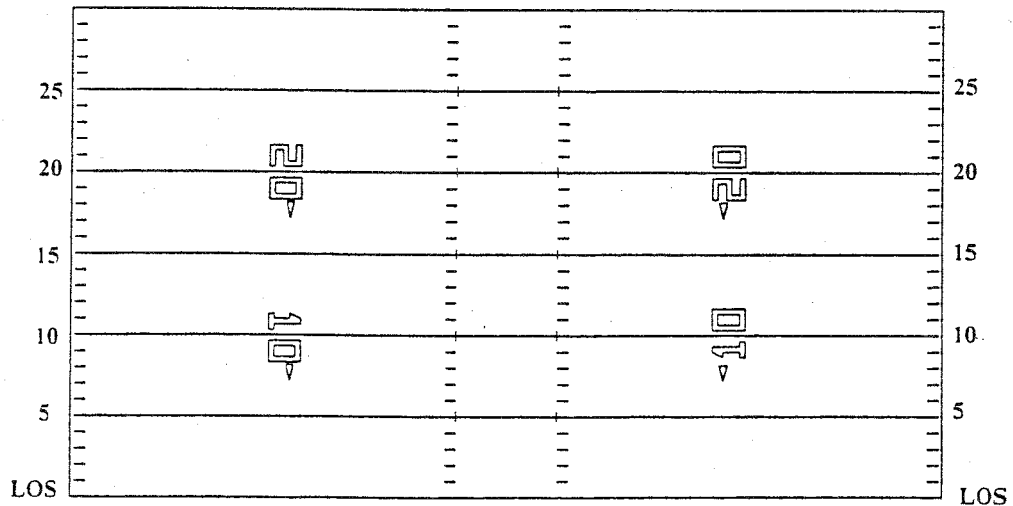
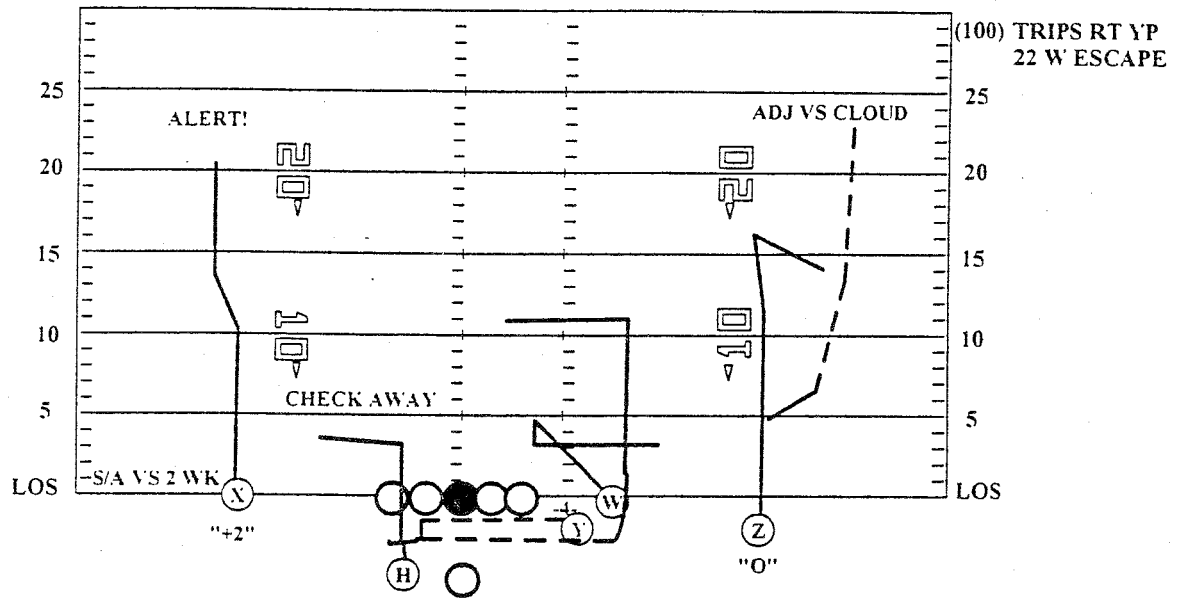
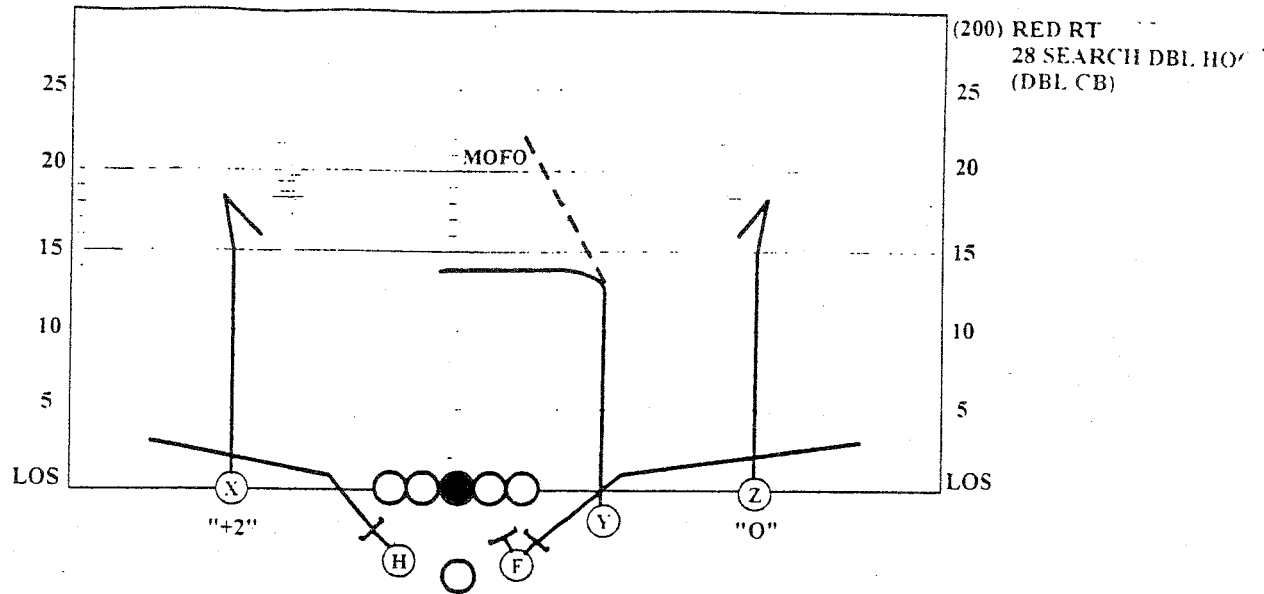
# BASE PASS



# BASE PASS

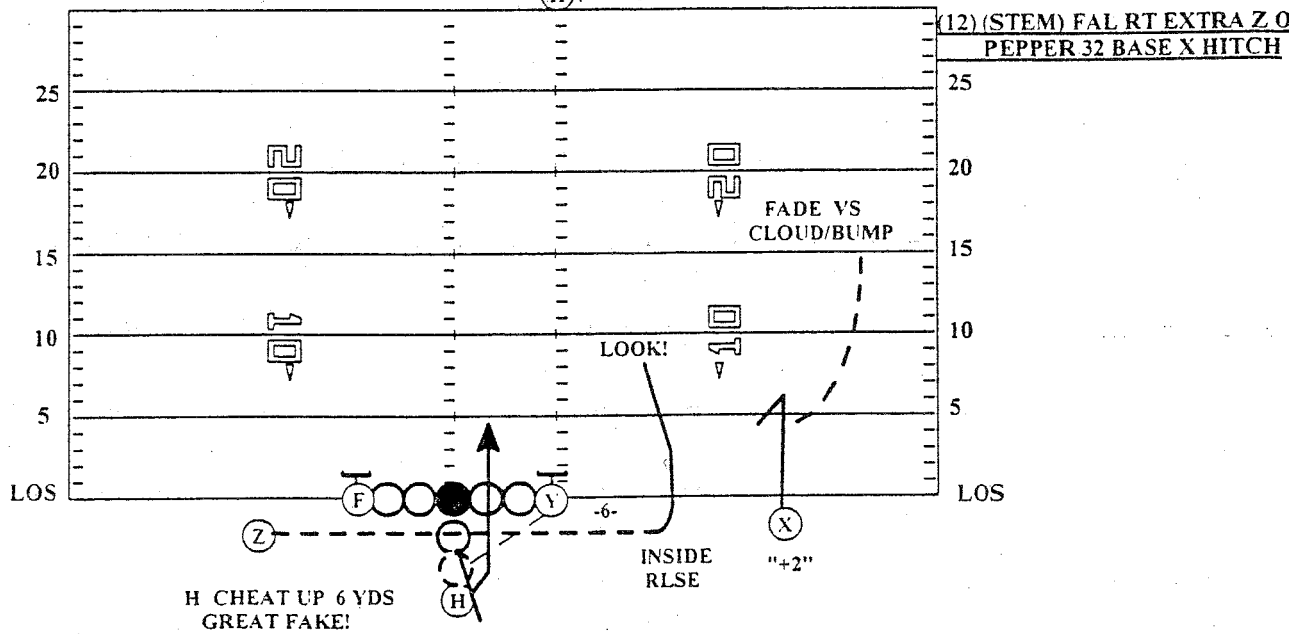
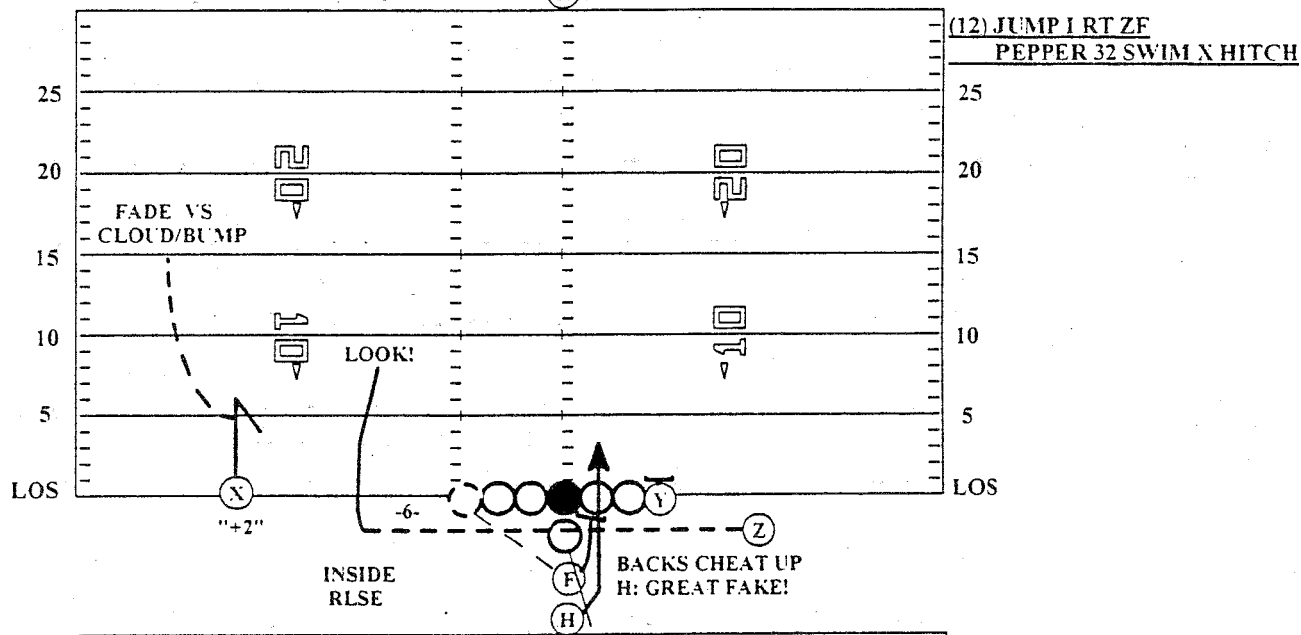
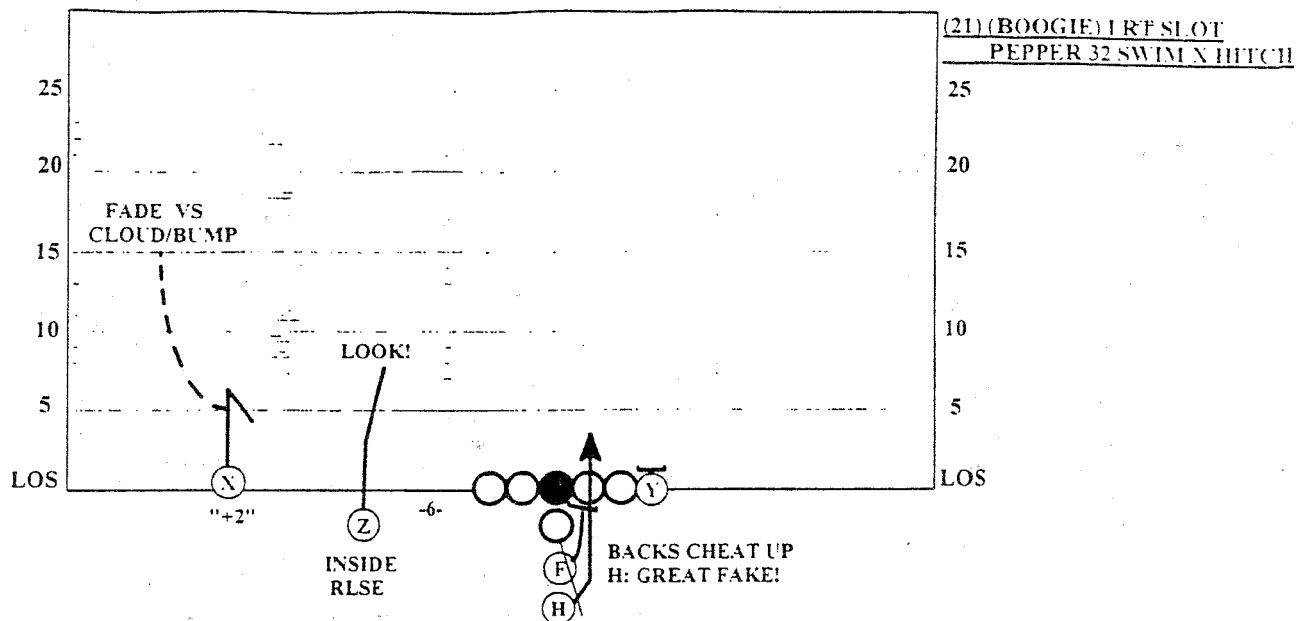


# BASE PASS

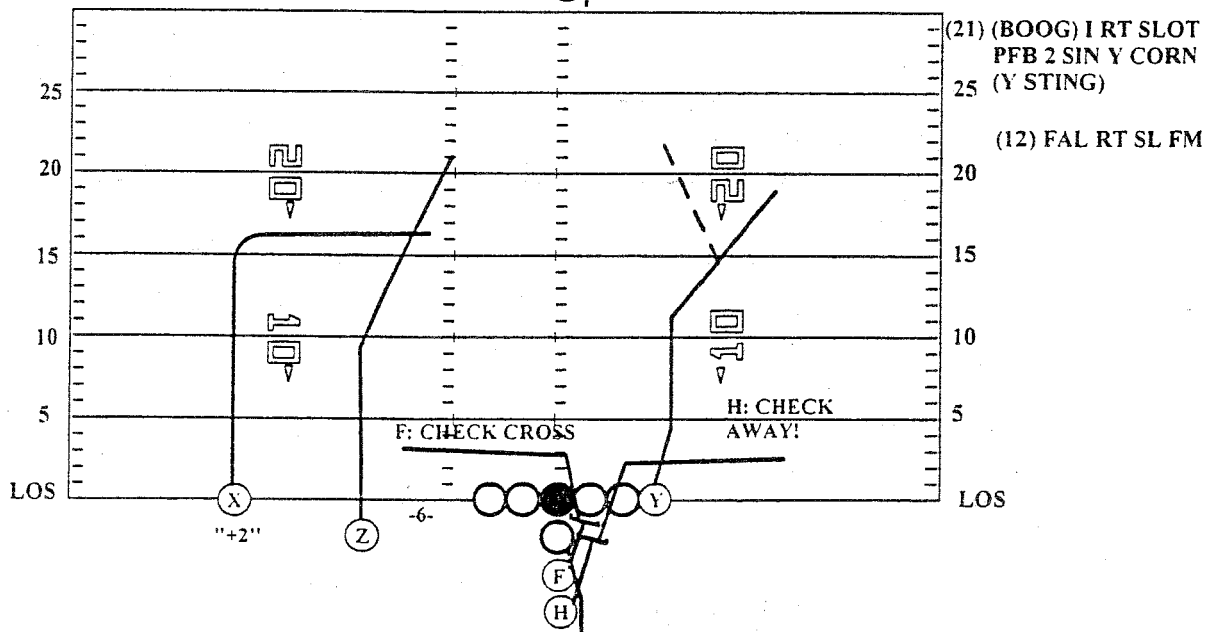
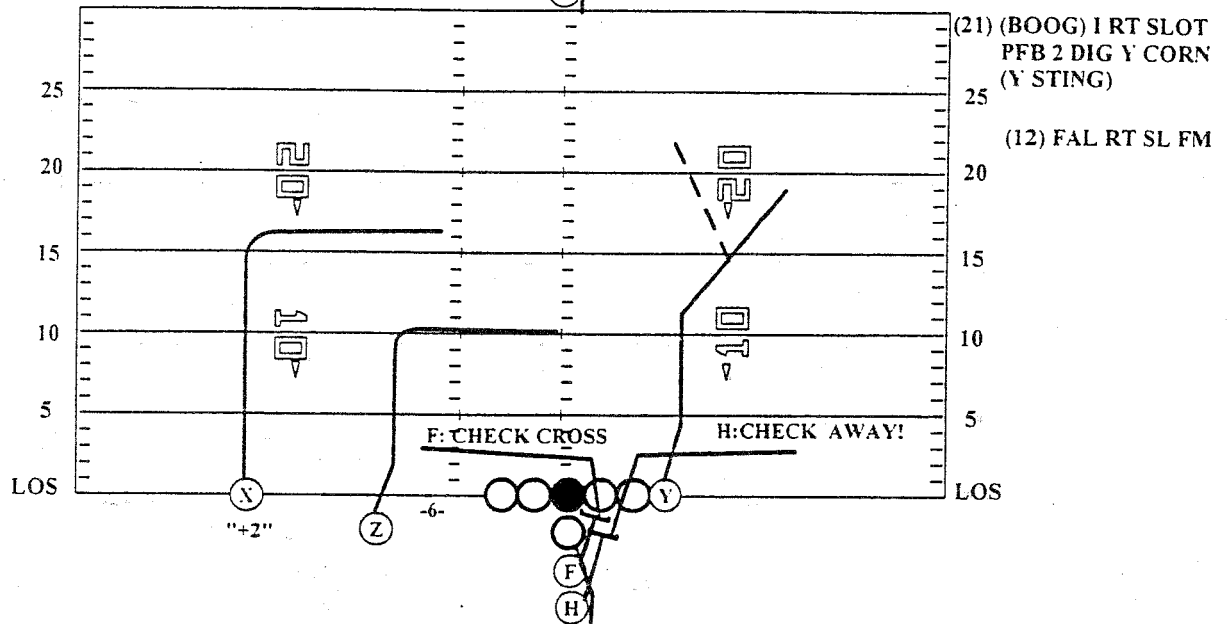
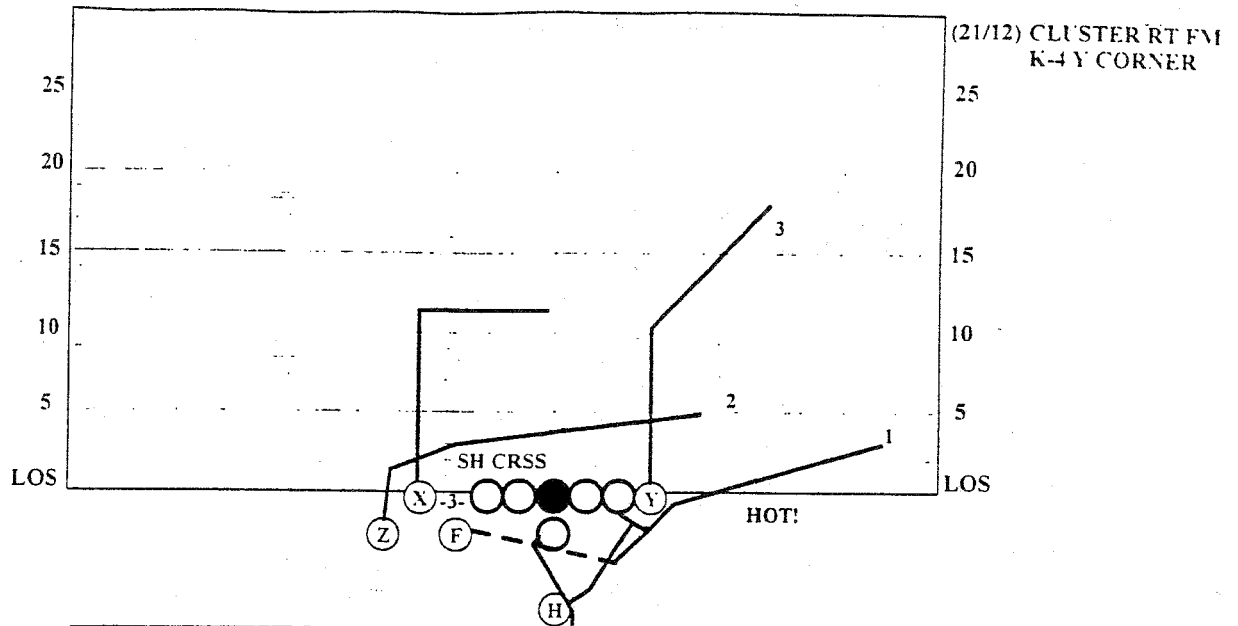




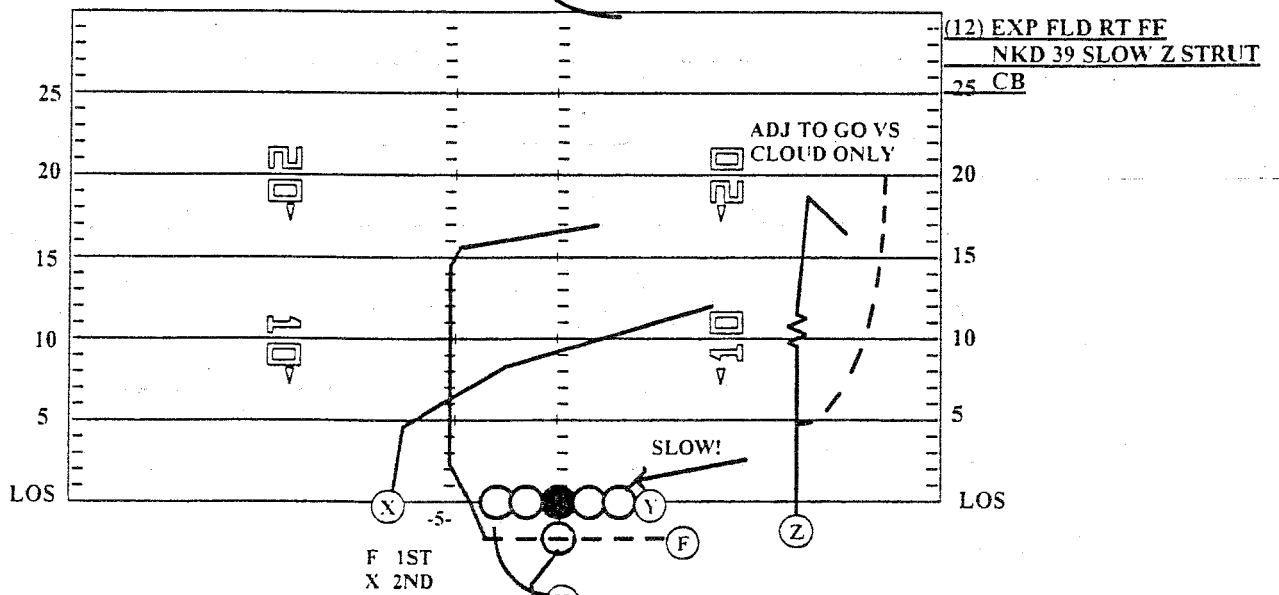
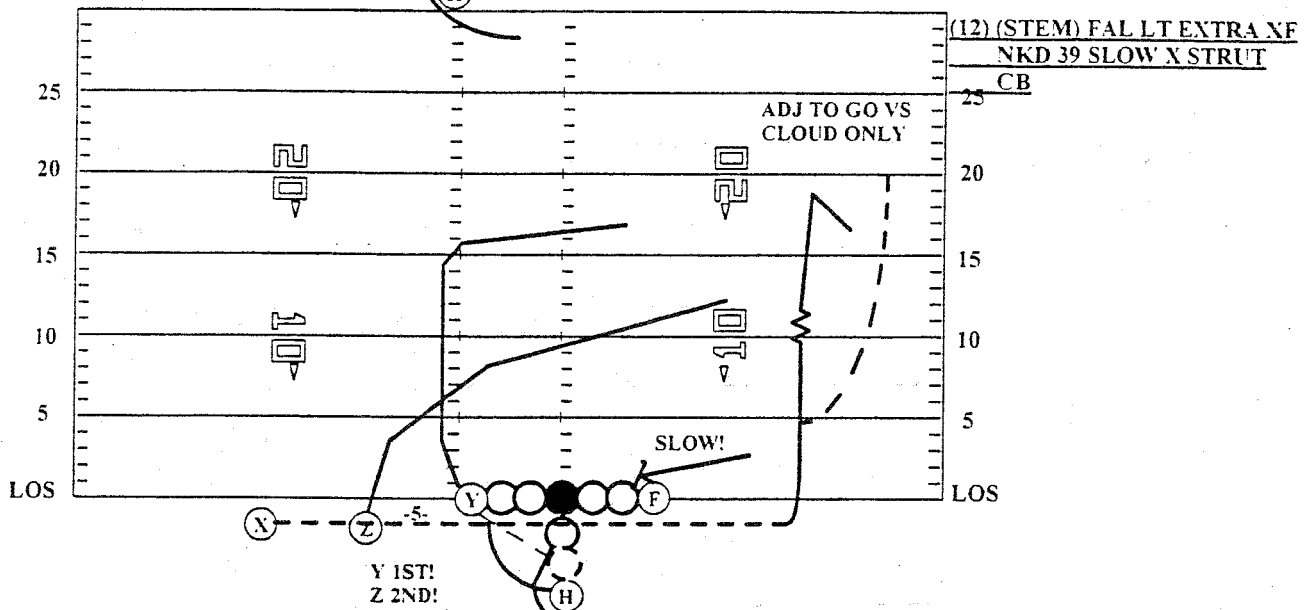
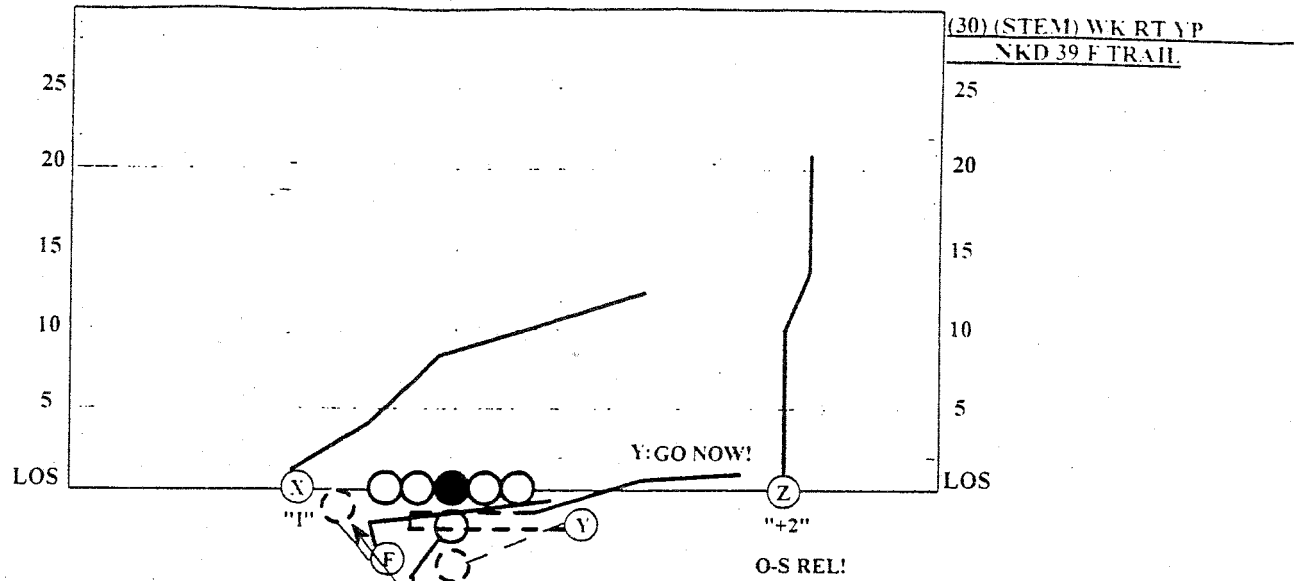
## PLAY ACTION



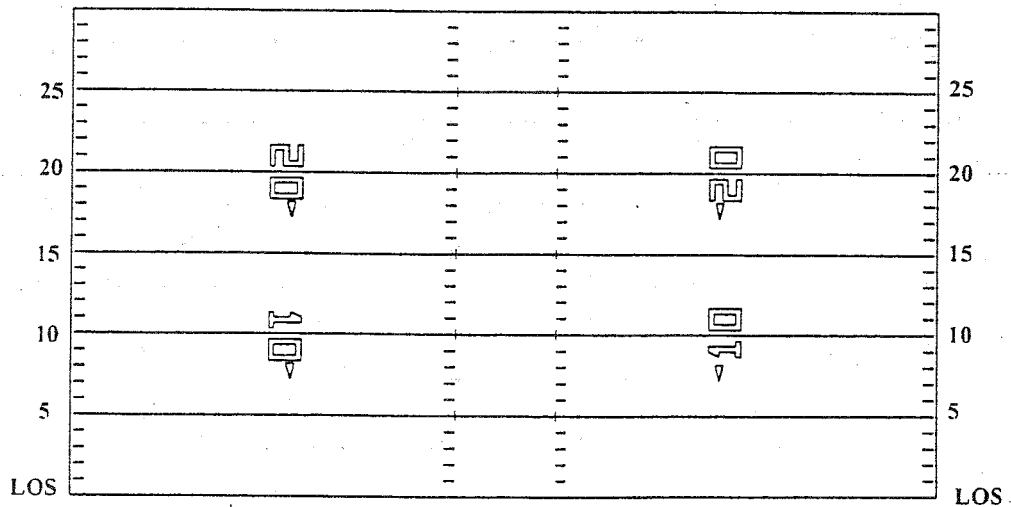
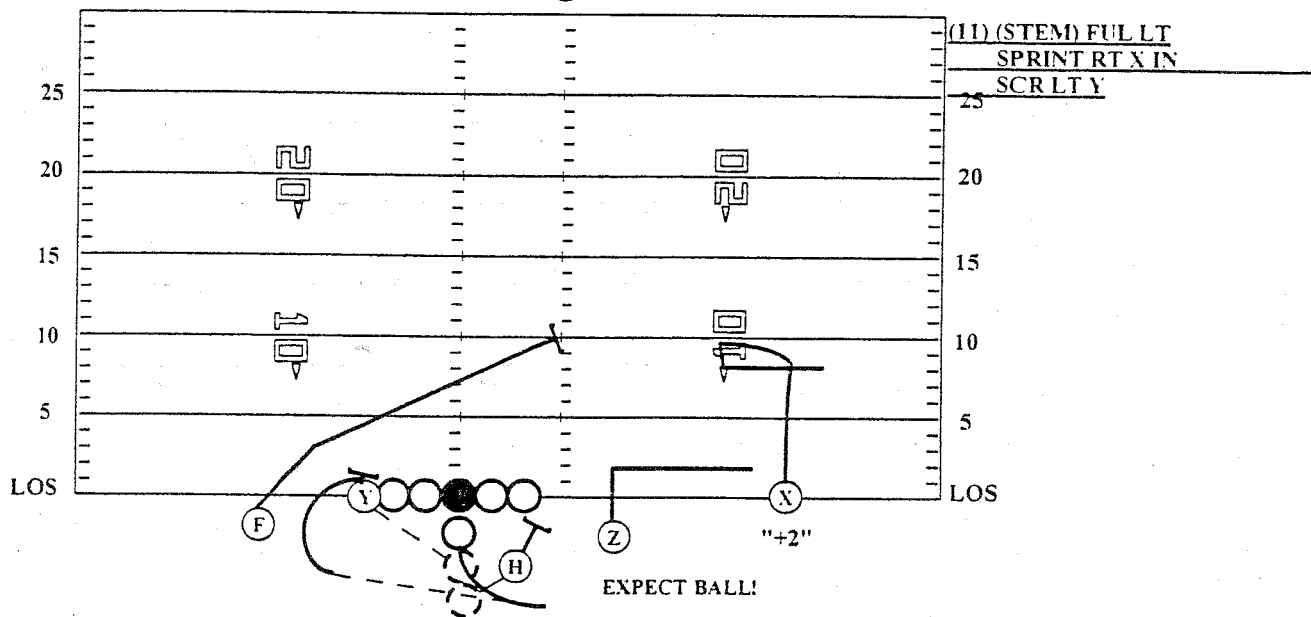
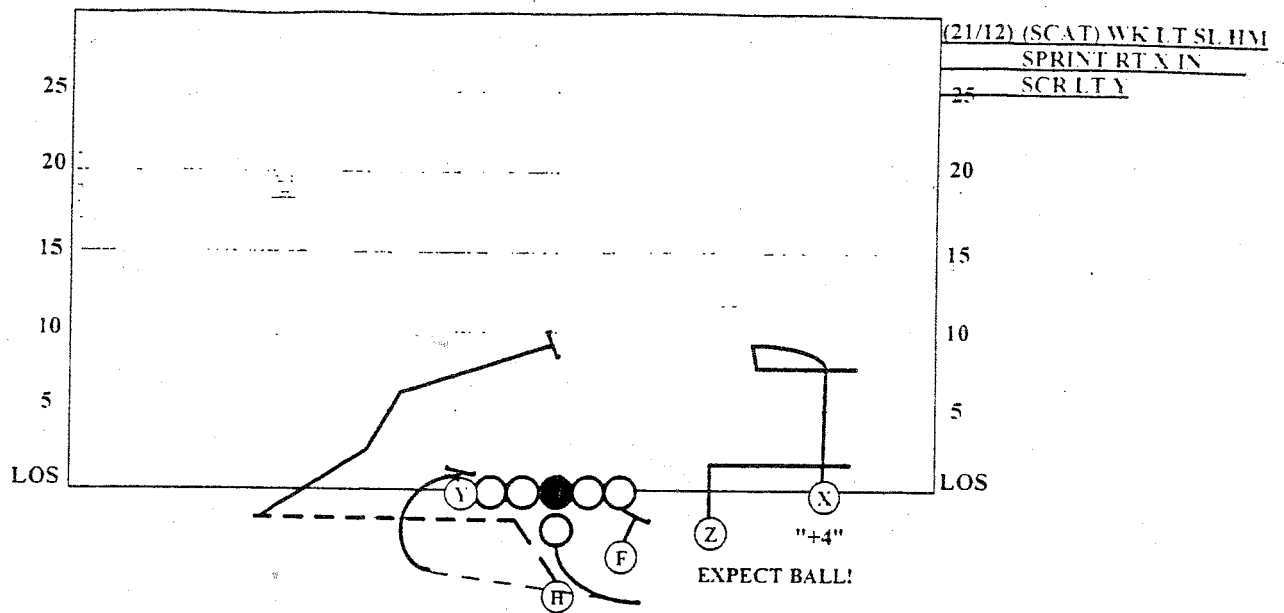
# PLAY ACTION



# ACTION

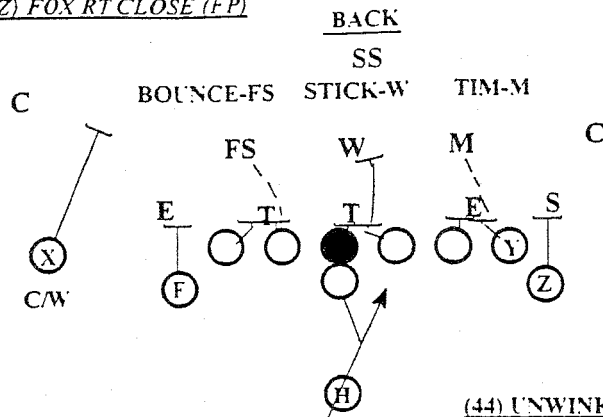


# SCREENS



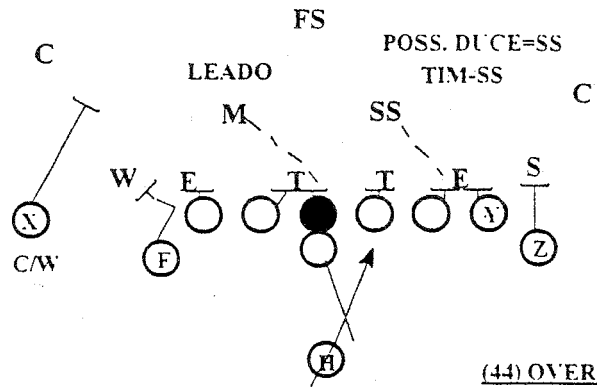
# 32 (33) BOOM

(22Z) FOX RT CLOSE (FP)



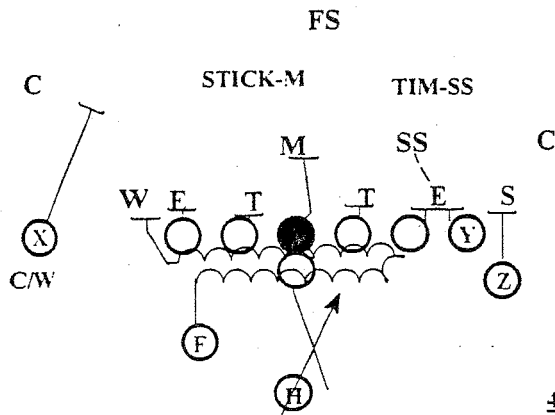
(44) UNWINK FSBOX

(22Z) FOX RT CLOSE (FP)



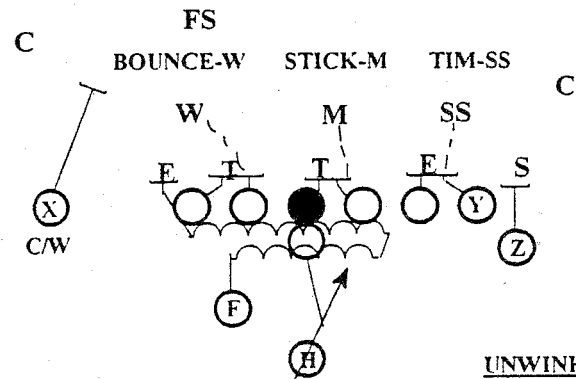
(44) OVER SSBOX

(22Z) WK RT CLOSE FP



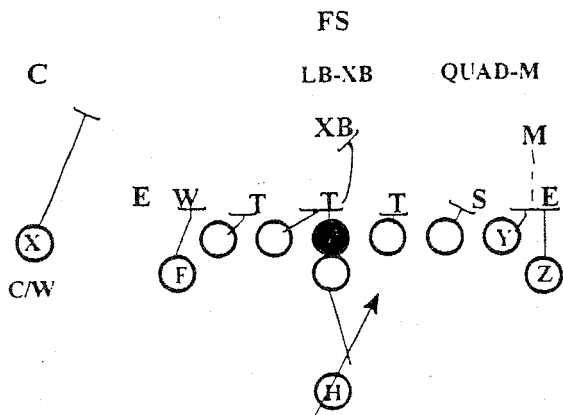
43 SSBOX

(22Z) WK RT CLOSE FP



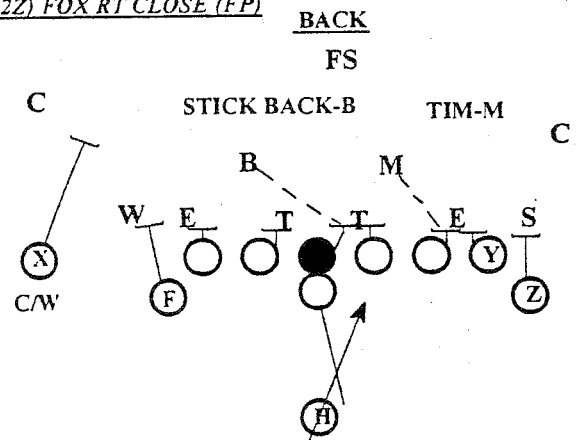
UNWINK SSBOX

(22Z) FOX RT CLOSE (FP)



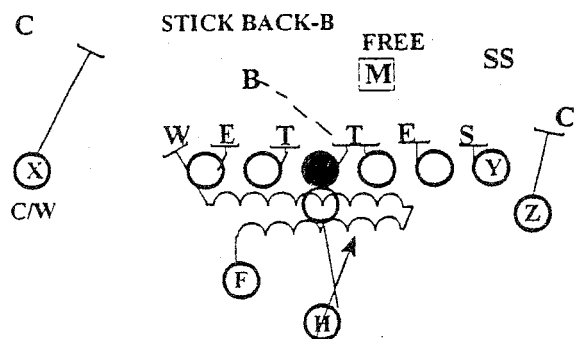
BIG BEAR

(22Z) FOX RT CLOSE (FP)



62

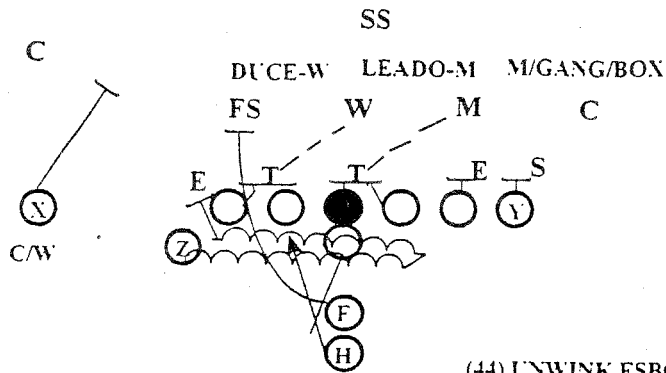
(22Z) JOG WK RT CLOSE FP



62 GAPS

# 33 (32) BLAST STORM

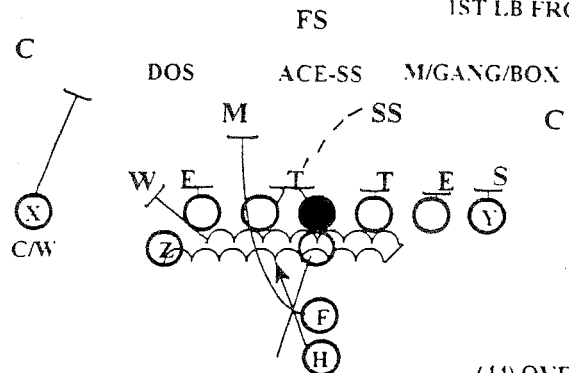
(22Z) JOG I RT SLOT ZP TITE



(44) UNWINK FSBOX

(22Z) JOG I RT SLOT ZP TITE

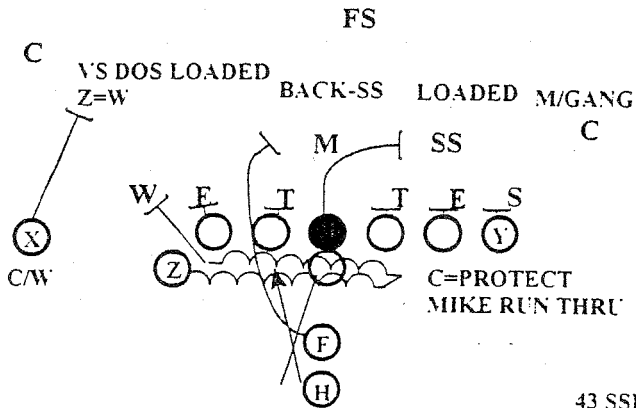
VS DOS/LOADED FB=1ST LB FROM CT



(44) OVER SSBOX

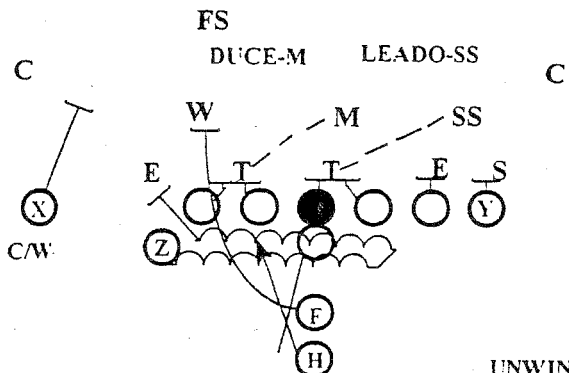
(22Z) I RT SLOT ZP TITE

NOTE VS LOADED-FB=MIKE-NO DUCE



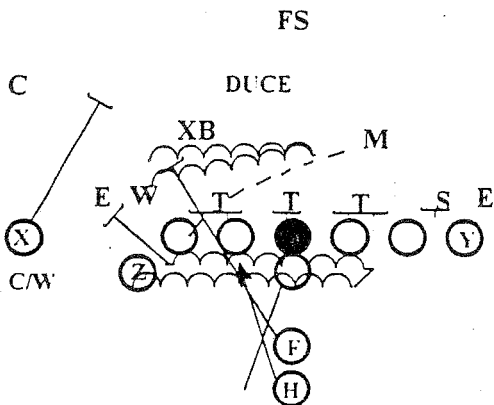
43 SSBOX

(22Z) I RT SLOT ZP TITE



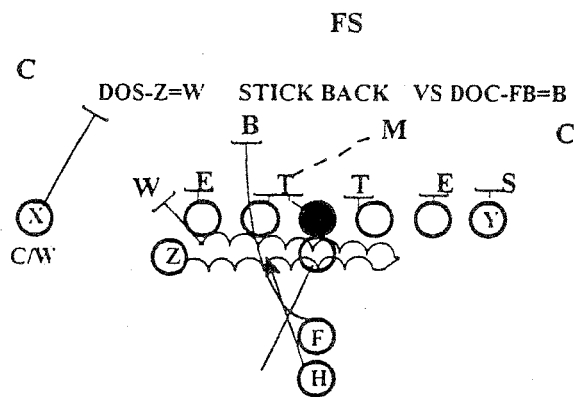
UNWINK SSB

(22Z) BOOGIE I RT SLOT ZP TITE



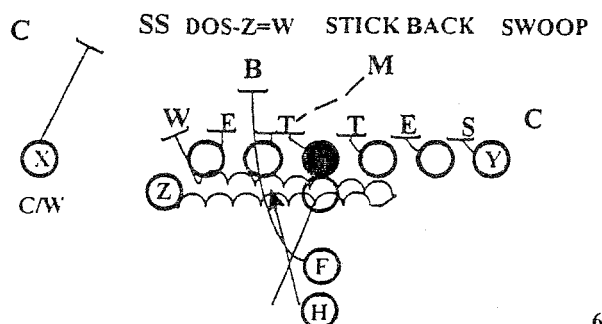
BIG BEAR

(22Z) BOOGIE I RT SLOT ZP TITE



62

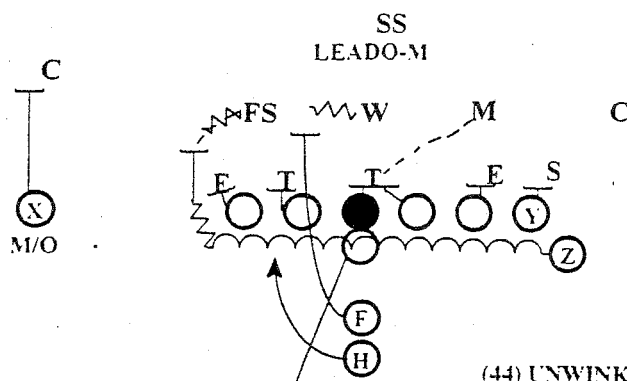
(22Z) I RT SLOT ZP TITE



62 GAPS

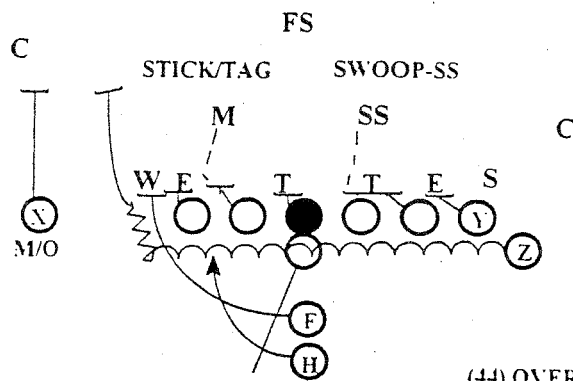
# 35 (34) BOB "Z" BLUFF

(22Z) (STEM) I RT CLOSE ZF



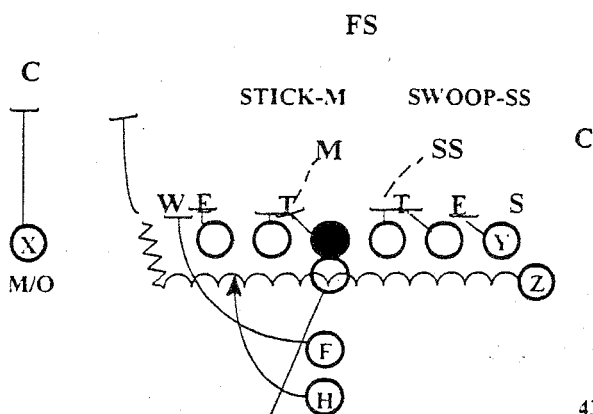
(44) UNWINK FSBOX

(22Z) (STEM) I RT CLOSE ZF



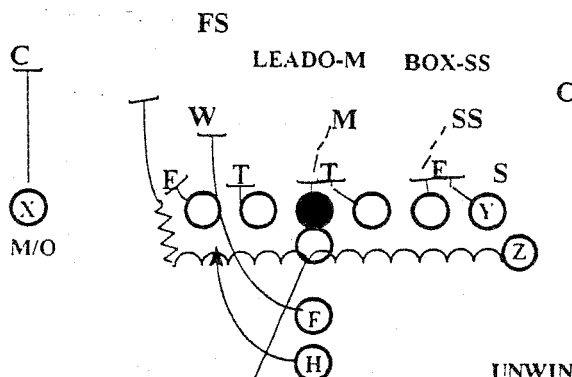
(44) OVER SSBOX

(22Z) JOG I RT CLOSE ZF



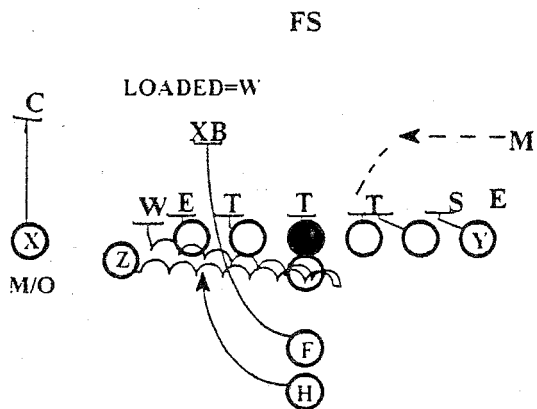
43 SSBOX

(22Z) JOG I RT CLOSE ZF



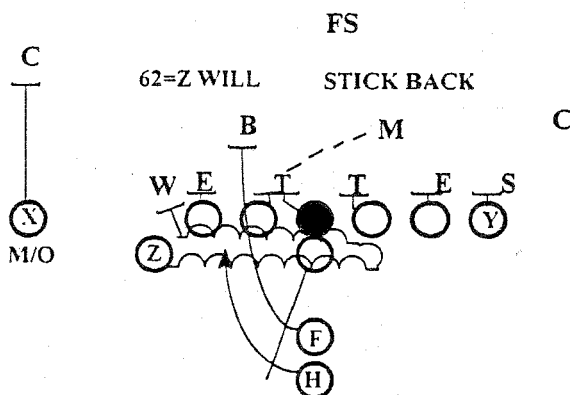
UNWINK SSBOX

(22Z) JOG I SLOT ZP



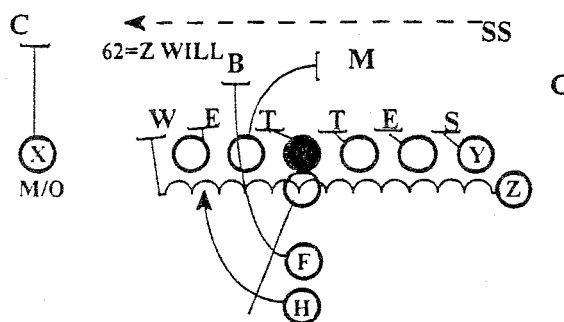
BIG BEAR

(22Z) JOG I SLOT ZP



62

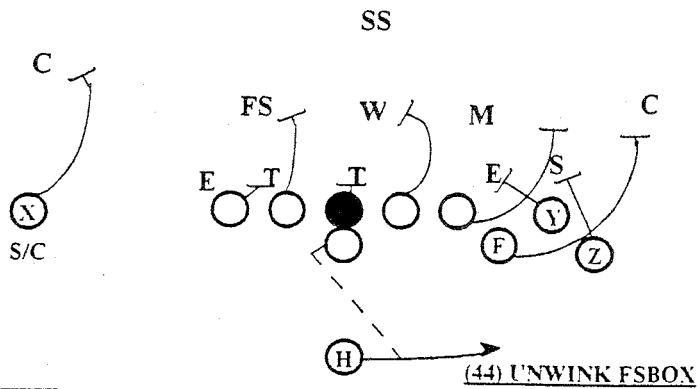
(22Z) (STEM) I RT CLOSE ZF



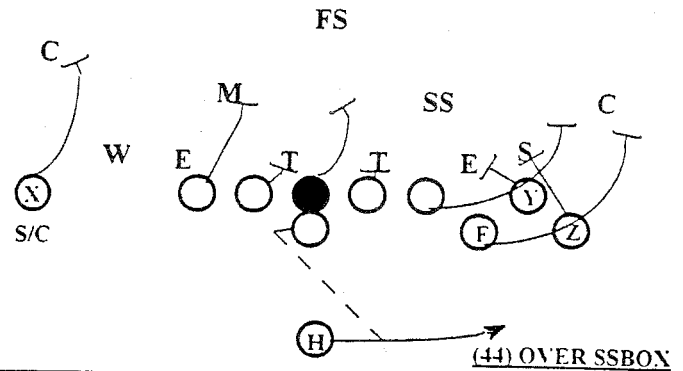
62 GAPS

# TOSS 38 (39) CRACK

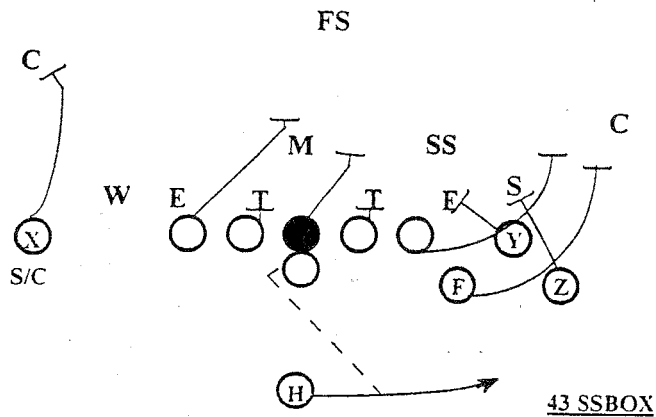
(22Z) EXPLODE BUNCH RT



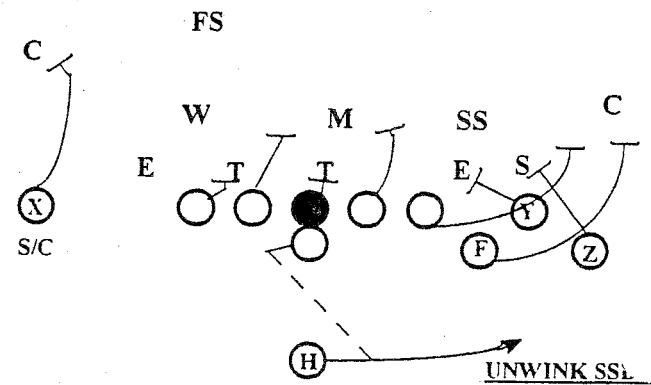
(22Z) EXPLODE BUNCH RT



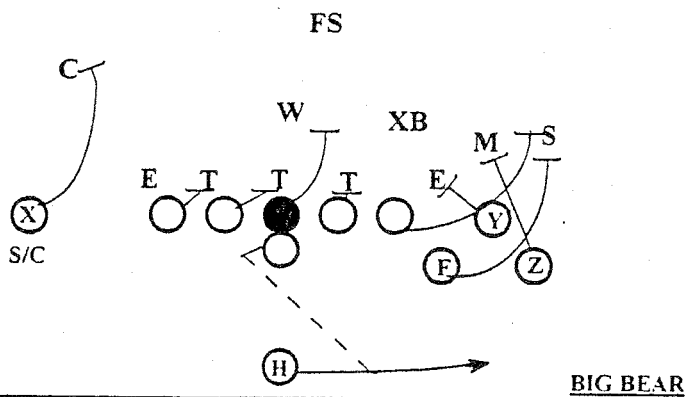
(22Z) JOG BUNCH RT (FP)



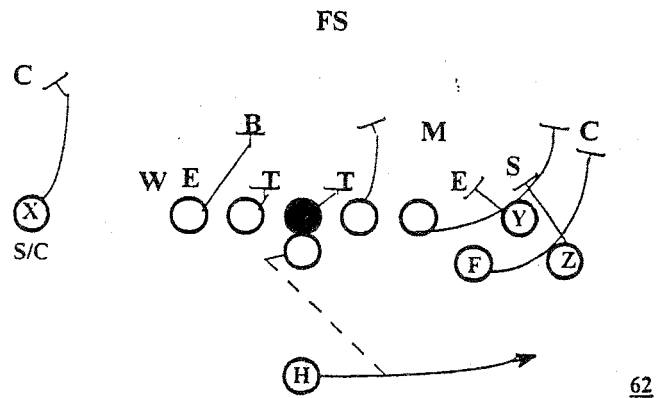
(22Z) JOG BUNCH RT (FP)



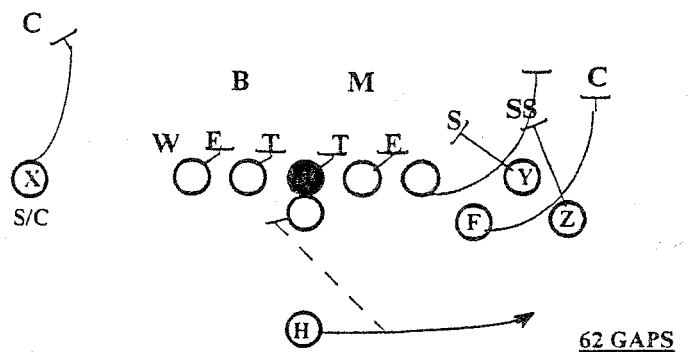
(22Z) EXPLODE BUNCH RT



(22Z) EXPLODE BUNCH RT



(22Z) EXPLODE BUNCH RT

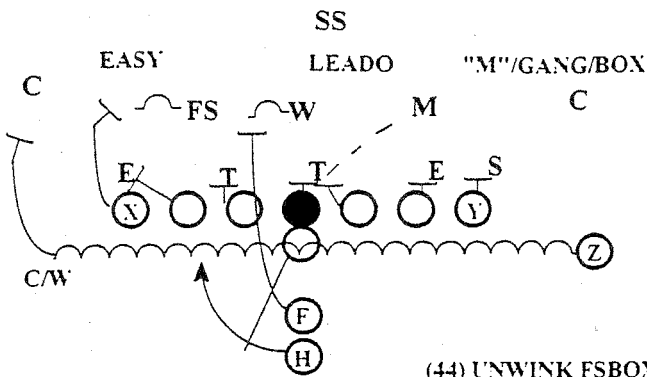




# "ALERT" 35 BOB EASY

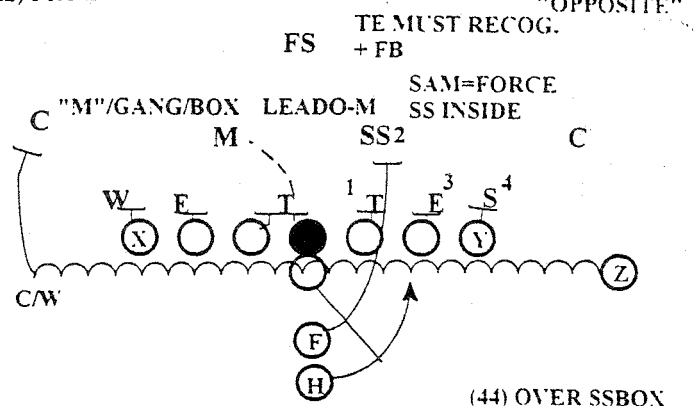
(TO THE 3 TECH.)

(22) I RT ZF



(44) UNWINK FSBOX

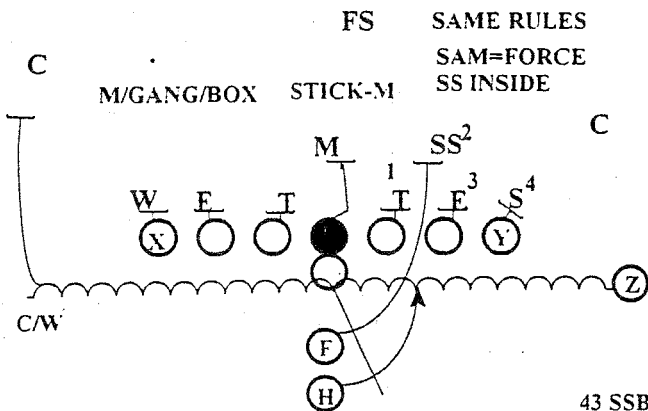
(22) I RT ZF



(44) OVER SSBOX

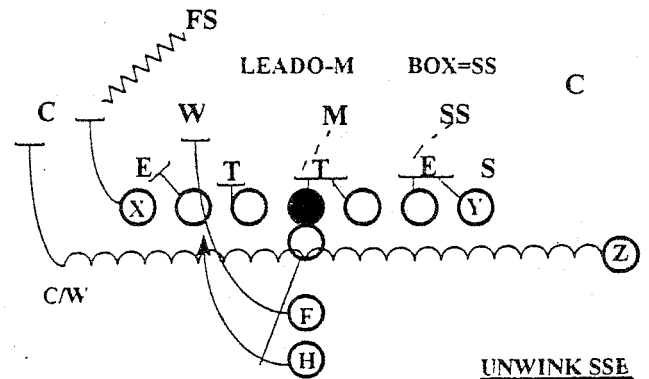
(22) I RT ZF

"OPPOSITE"



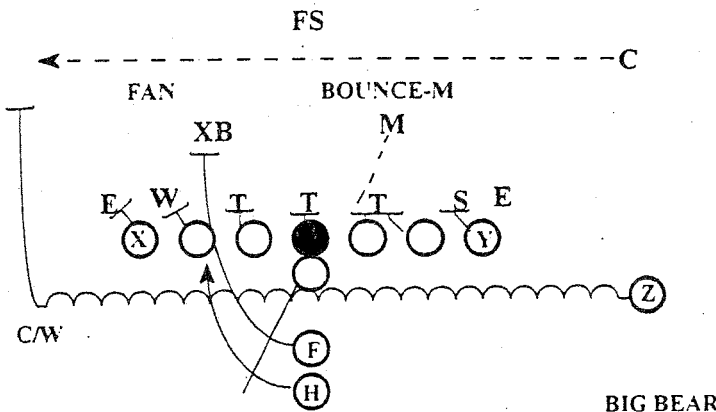
43 SSBOX

(22) I RT ZF



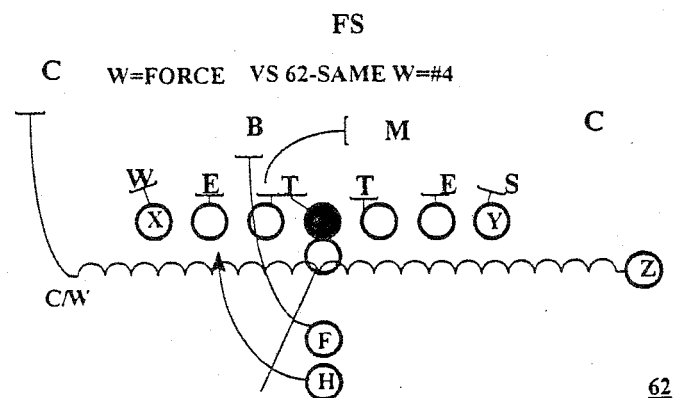
UNWINK SSE

(22) I RT ZF



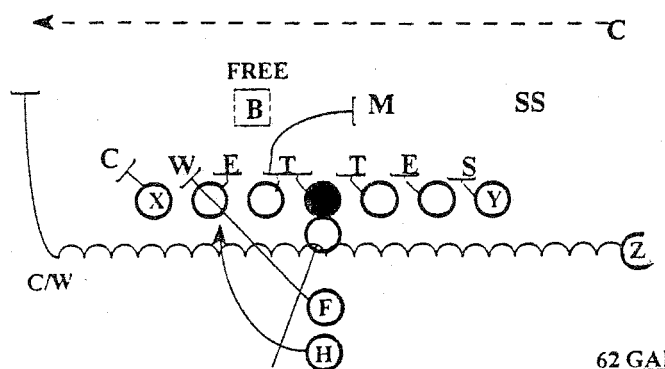
BIG BEAR

(22) I RT ZF



62

(22) I RT ZF



62 GAPS



## DAY #9 WED. AUGUST 2<sup>ND</sup> 2000

### BASE PASS:

22(23) SIN F OPT X SQ-OUT (CUT/HK/STRUT)  
20(21) H OPT  
26(27) Y CR FB FAN  
70(71) (78'79) (BOOM) Z CR HB FAN  
86(87) Y OVER  
86(87) Y OVER F COR  
22(23) DBL POST

(20'200) RD (YD'YP)  
(20'200) RD (YD'YP)  
(20'200) RD (YD'YP)  
(21'12/11) (EXP) FLD ZF. STEM FUL  
(21) (EXP) STR ZD  
(21'12/11) (STEM) FIX ZD  
(21/12) (ZEL) FLEX FP. (21'11) F&Z JUMP FLOAT

### PLAY ACTION:

P82 DBL SEAM  
P HB 2 SOLID Z COP  
SPIDER 5(4) Z SAIL

(22) (STEM) FLD RT ZF. (21/12) LEAP FLD RT SL  
(22) (BOG) STR RT TWIN  
(22Z) STEM WK CL ZF

### ACTION:

NAK 39 SOLID X(F) SAIL  
NAK 39 SOLID X SPEAR

(22) JUMP FAR RT. (12) EXP FAL RT  
(12) SCAT FAL RT TWIN ZM

### SCREENS:

86(87) Y OVER SCREEN RT (LT) F/H  
86(87) Y OVER F COR SCREEN RT (LT) H

(21) (EXP) BLUE ZD, (BOG) STR SLOT ZM  
(11) (STEM) FIX ZD

### SPECIALS:

FK TOSS 39 CRACK Z BEHIND

(21/12) (EXP) BUNCH LT (FP)

## DAY #9 WED. AUGUST 2<sup>ND</sup> 2000

### BASE RUN:

TOSS 38(39) CRACK SINGLE SCISSORS

(21/12 11) (EXP) BUNCH

43(42) LEAD Y BUBBLE

(20) I. (30) WK (YP). (200) CHANGE

32(33) BOOM

(21/12) LEAP FLD SL ZP TITE. (EXP) FLD ZF TI

38(39) BOOM

(21/12) LEAP FLD SL. (EXP) FLD ZF

### 4 MIN. THOUGHTS:(22/22Z)

18(19) POW O LOAD

38(39) CTR F LOAD

32(33) BUSTER

38(39) BUSTER

32(33) BOOM

32(33) BLAST SWIM EASY

T-38(39) CRACK (22Z)

\*\*ALERT 35 BOB EASY

32(33) BLAST STORM

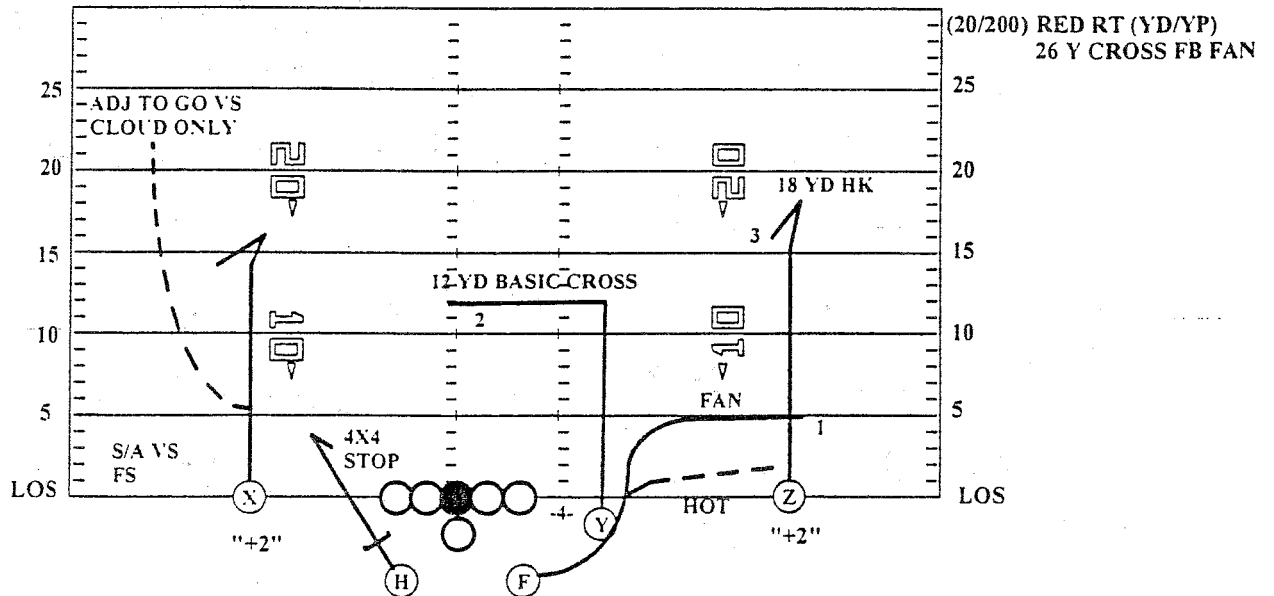
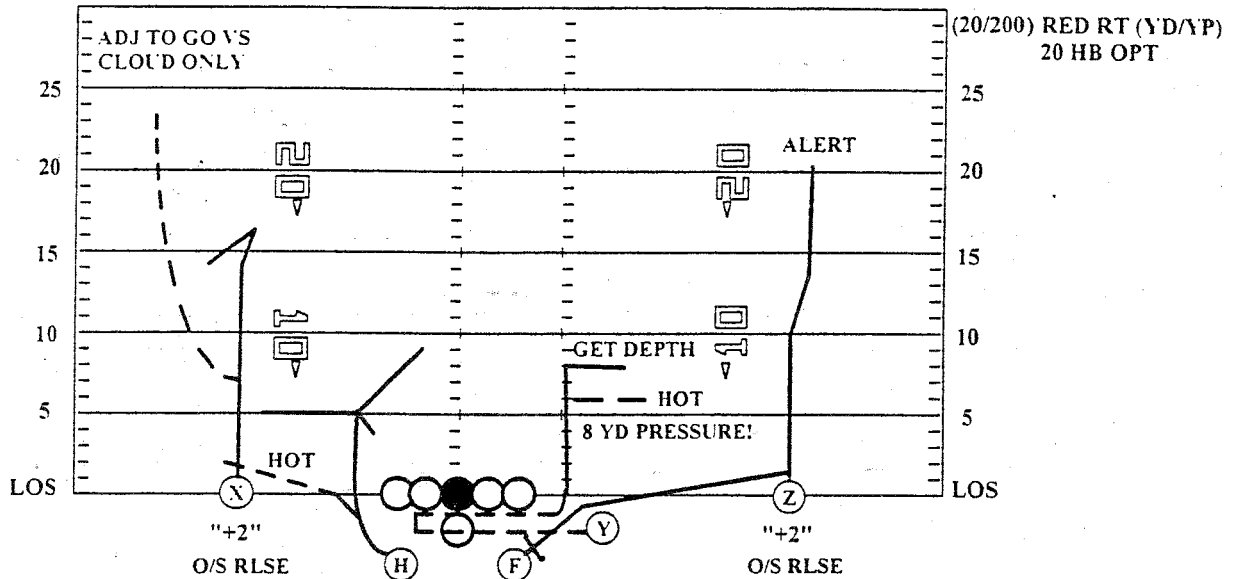
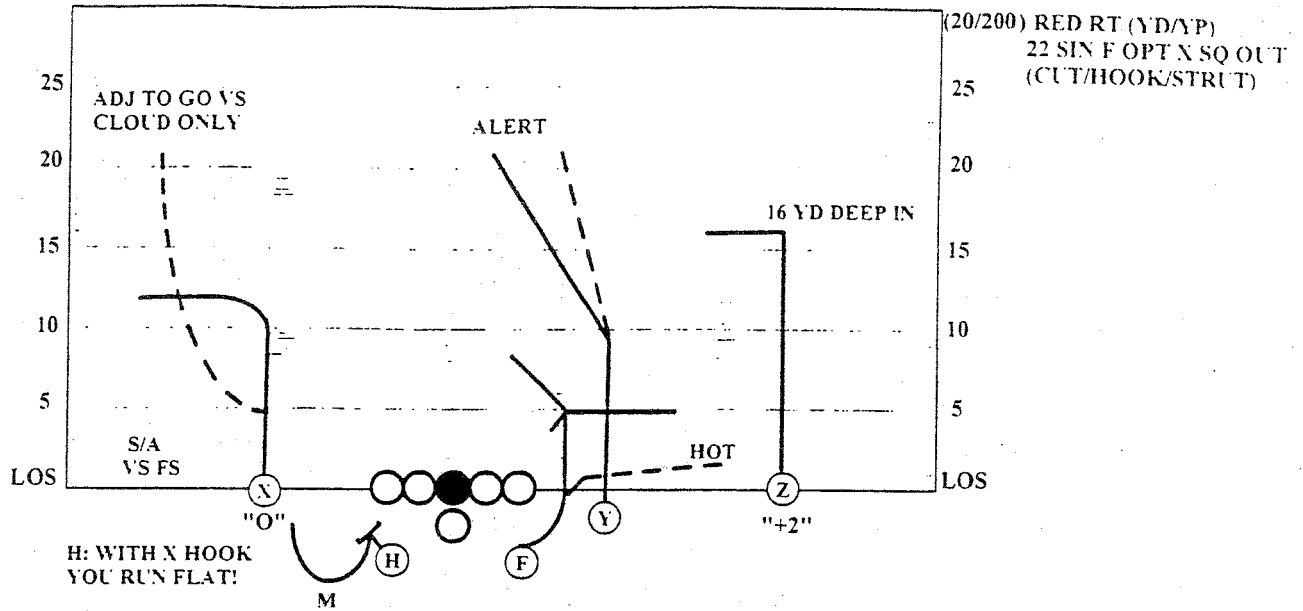
\*\*ALERT 42 SPECIAL MDM

K-4 Y CORNER (EXP I RT ZF)

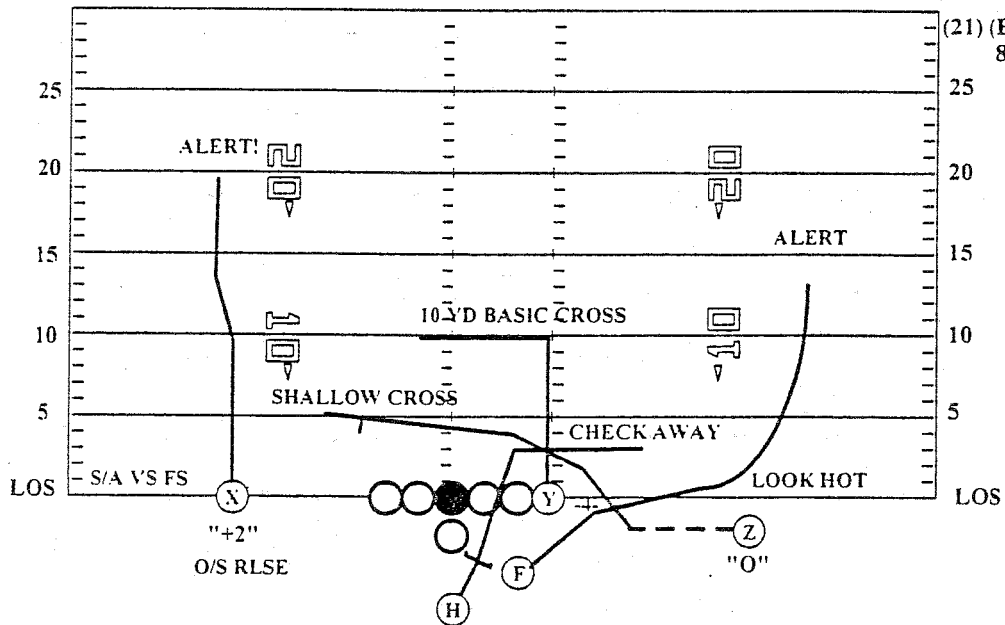
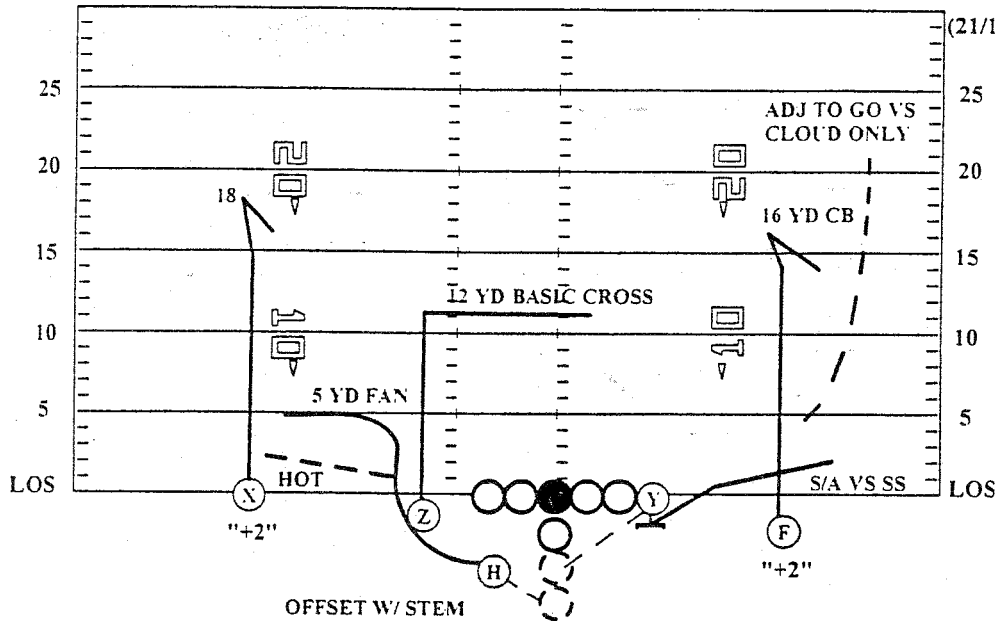
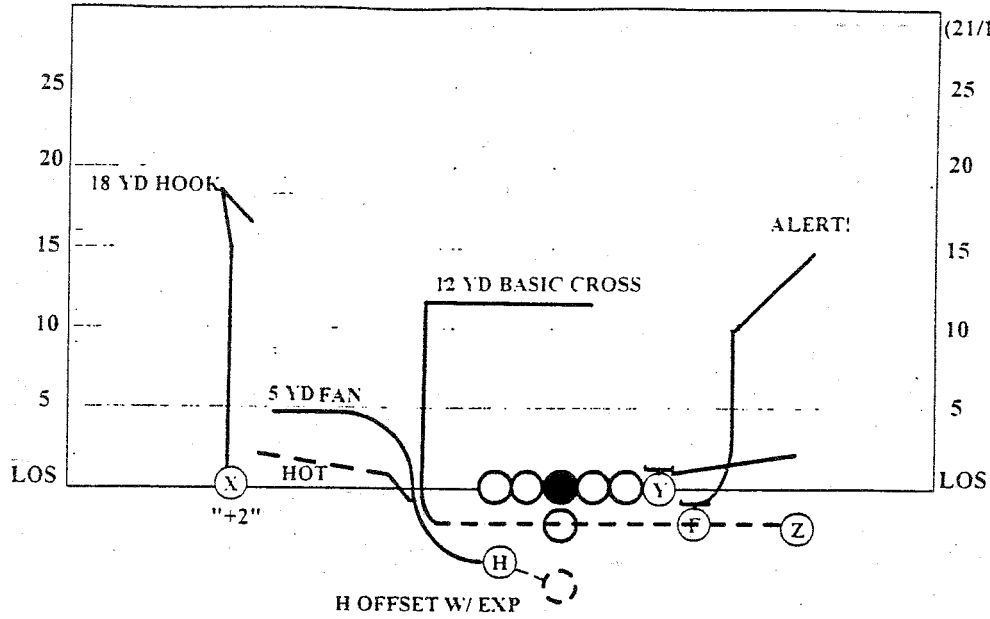
K-4 RAZOR (I RT ZOP)

SPIDER 5(4) Z SAIL (STEM) WK CL ZF

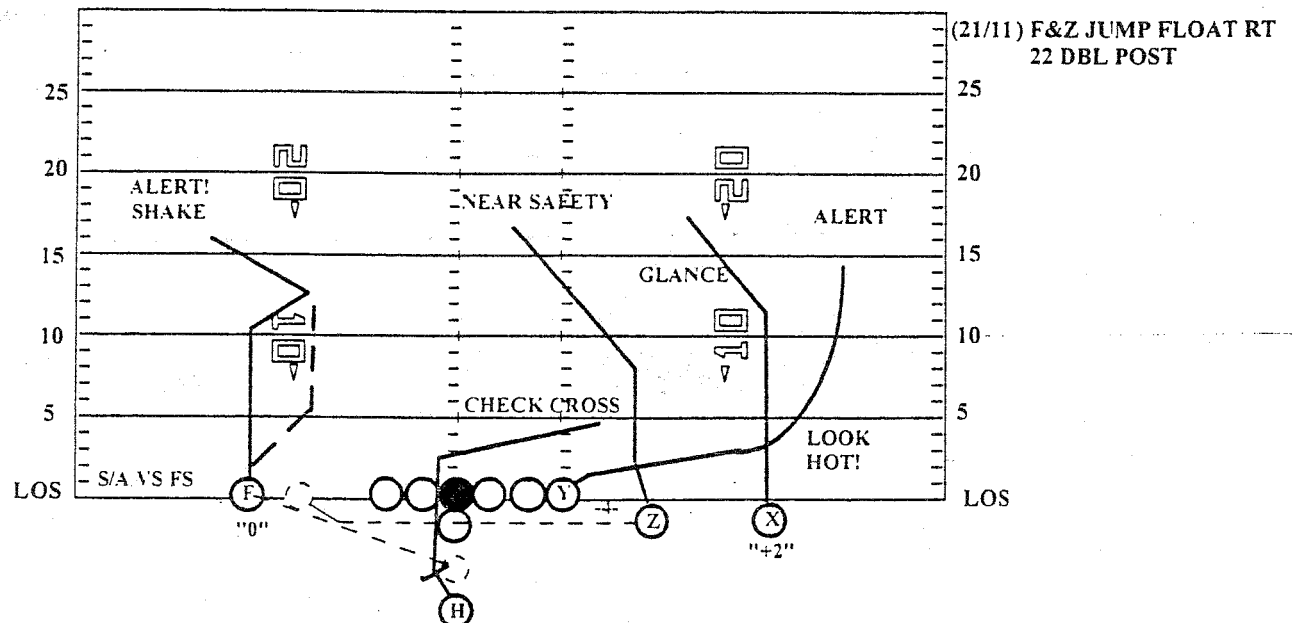
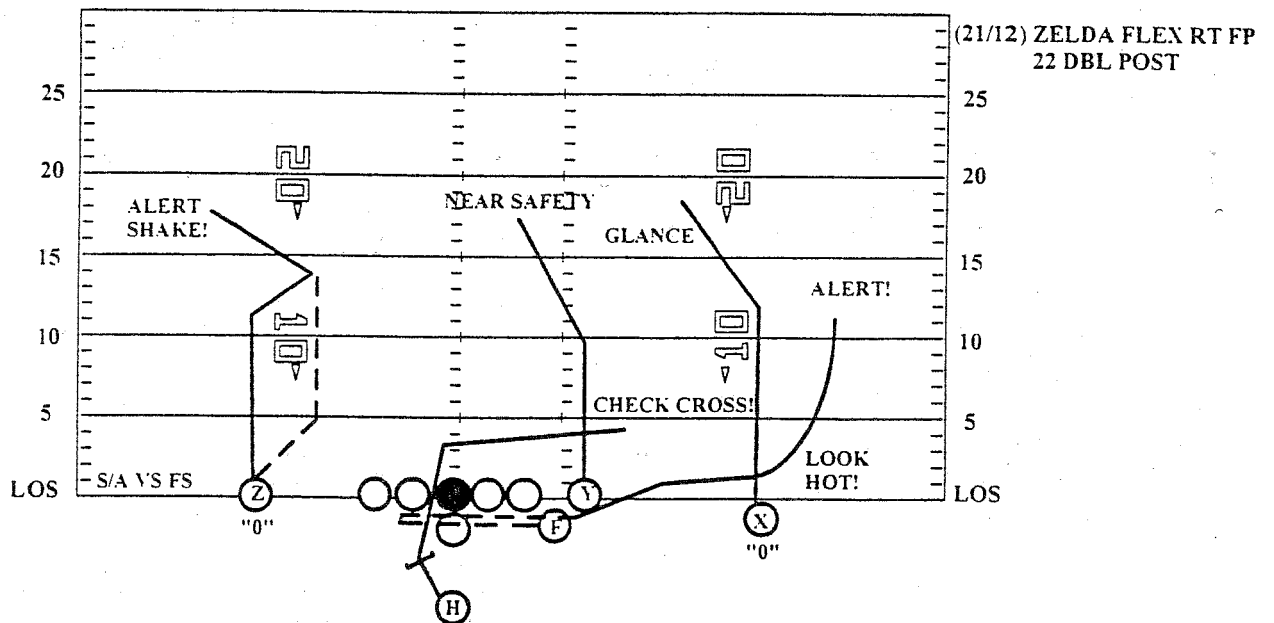
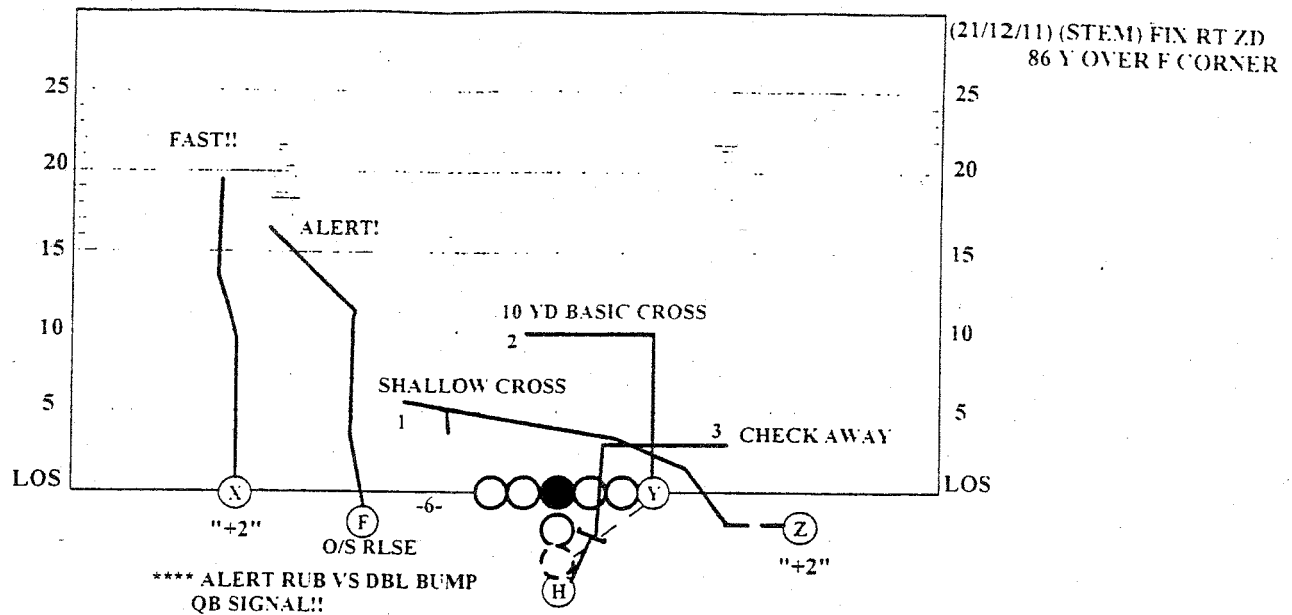
# BASE PASS



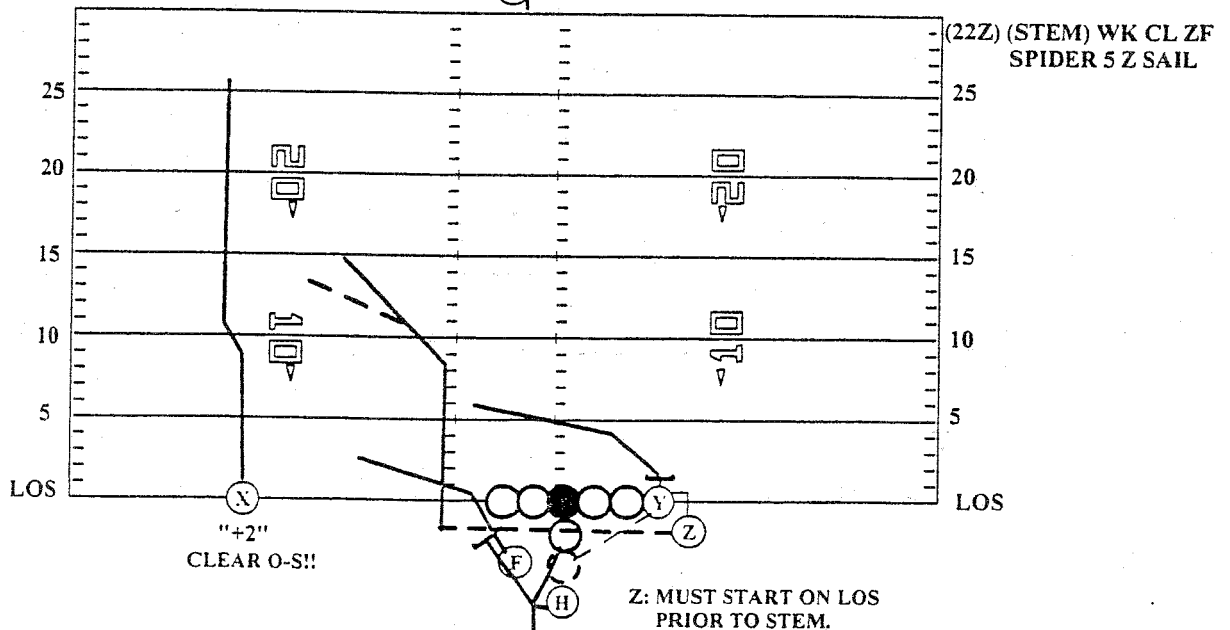
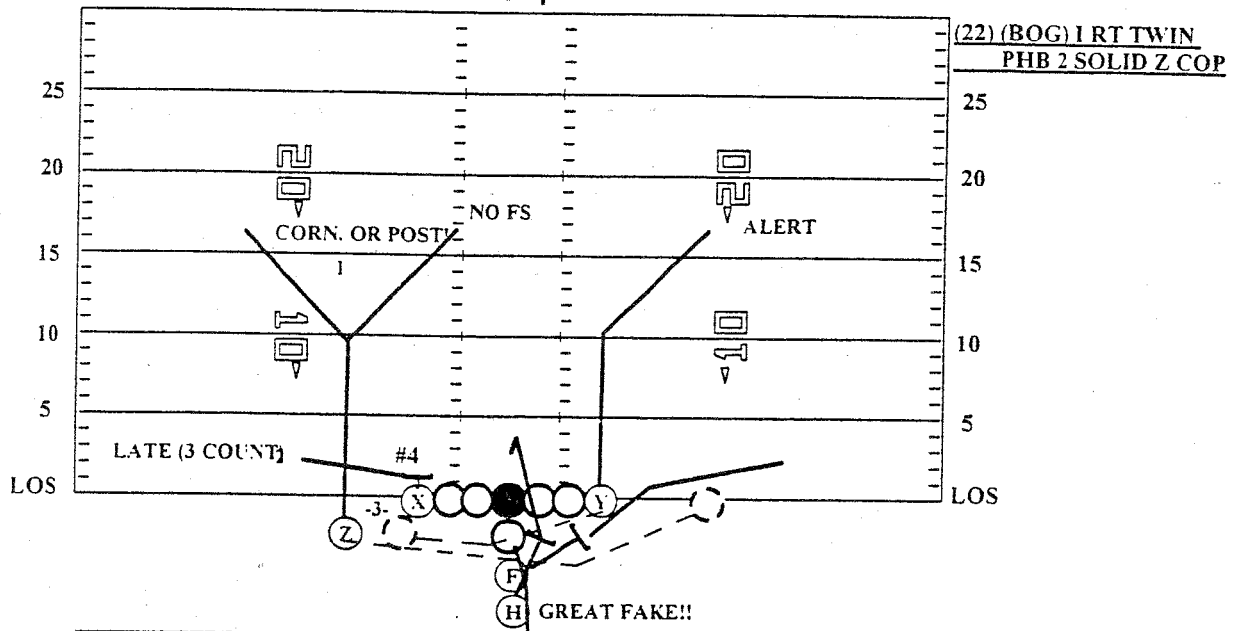
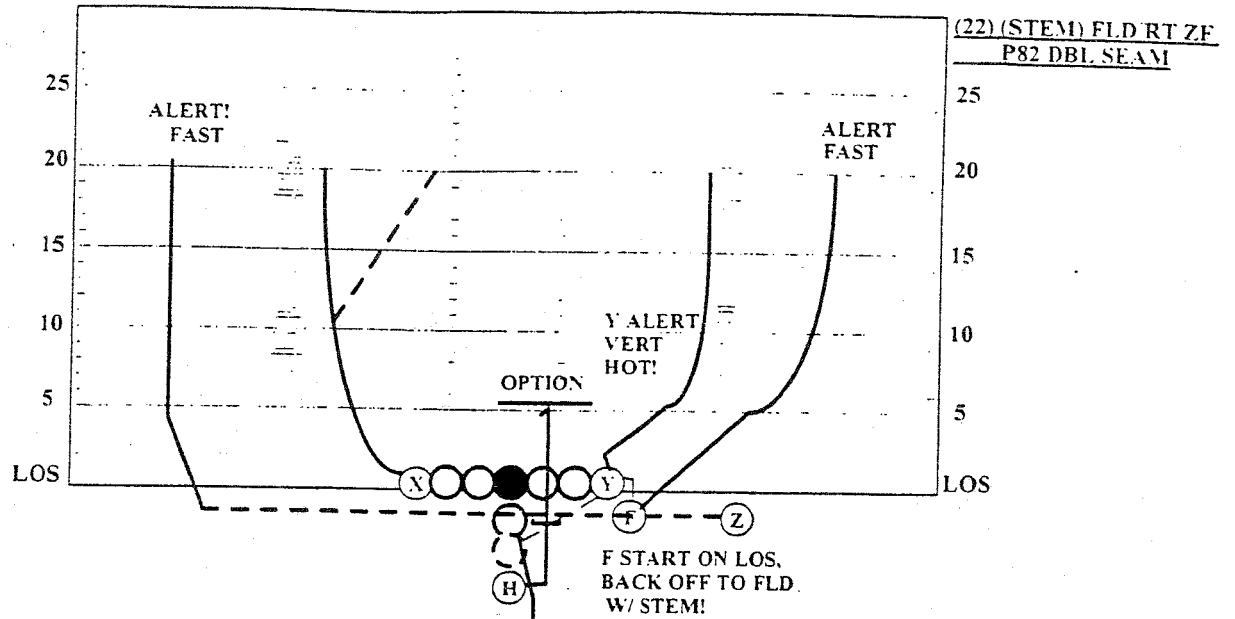
# BASE PASS



# BASE PASS

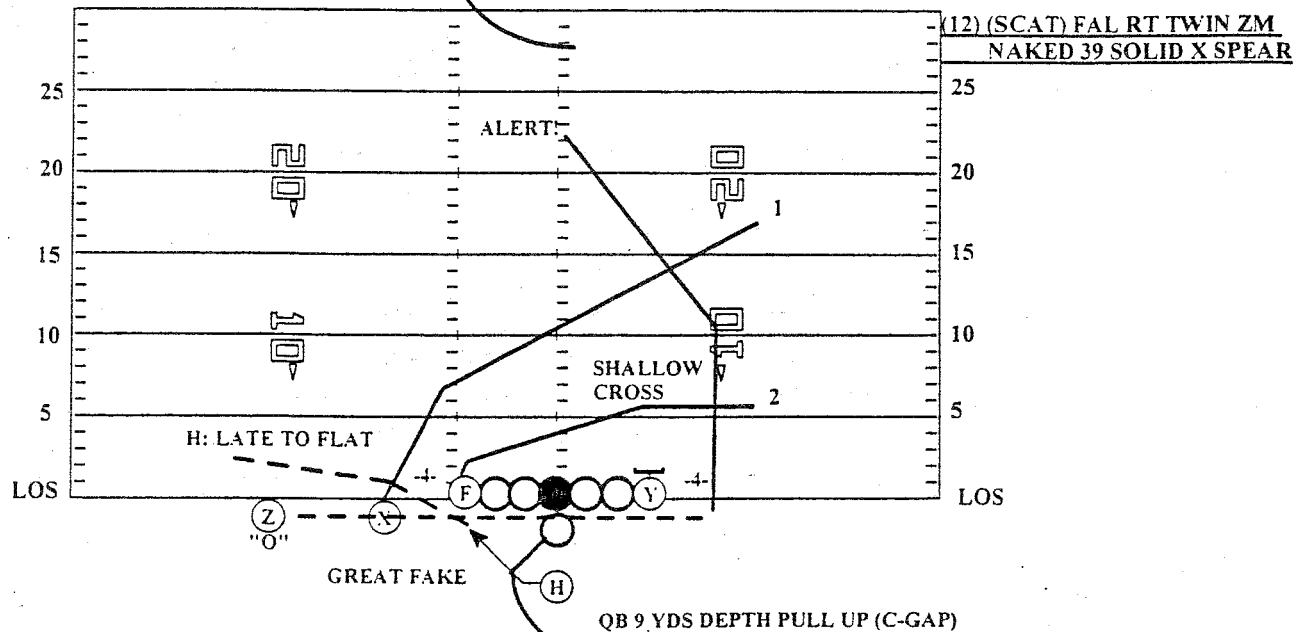
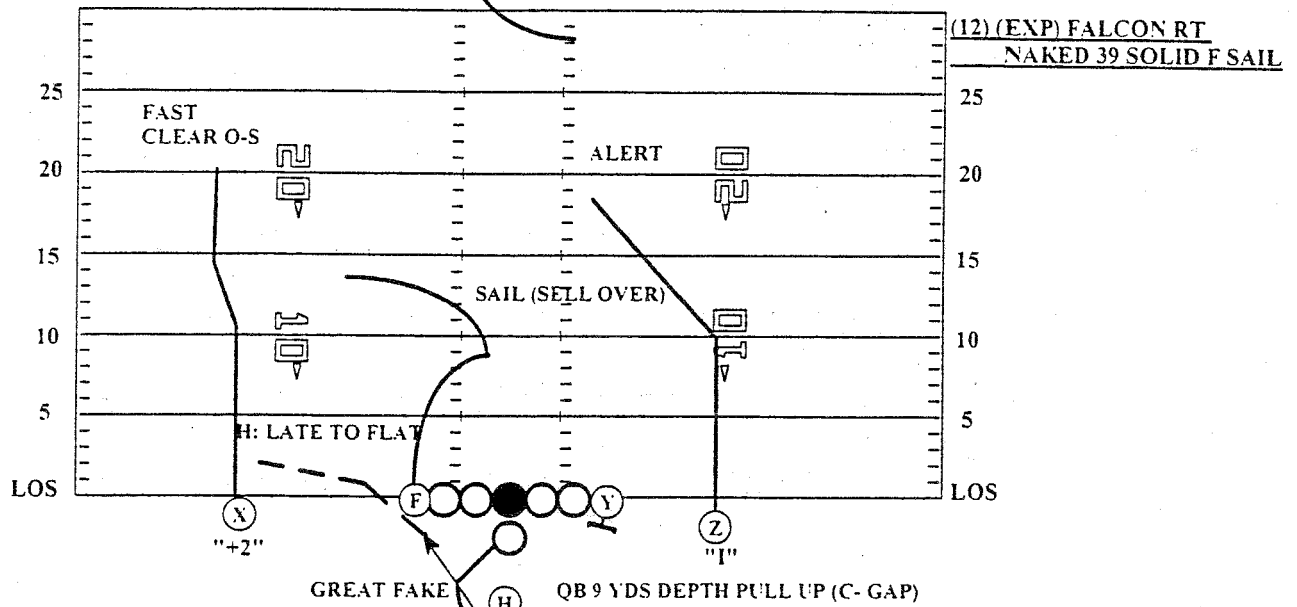
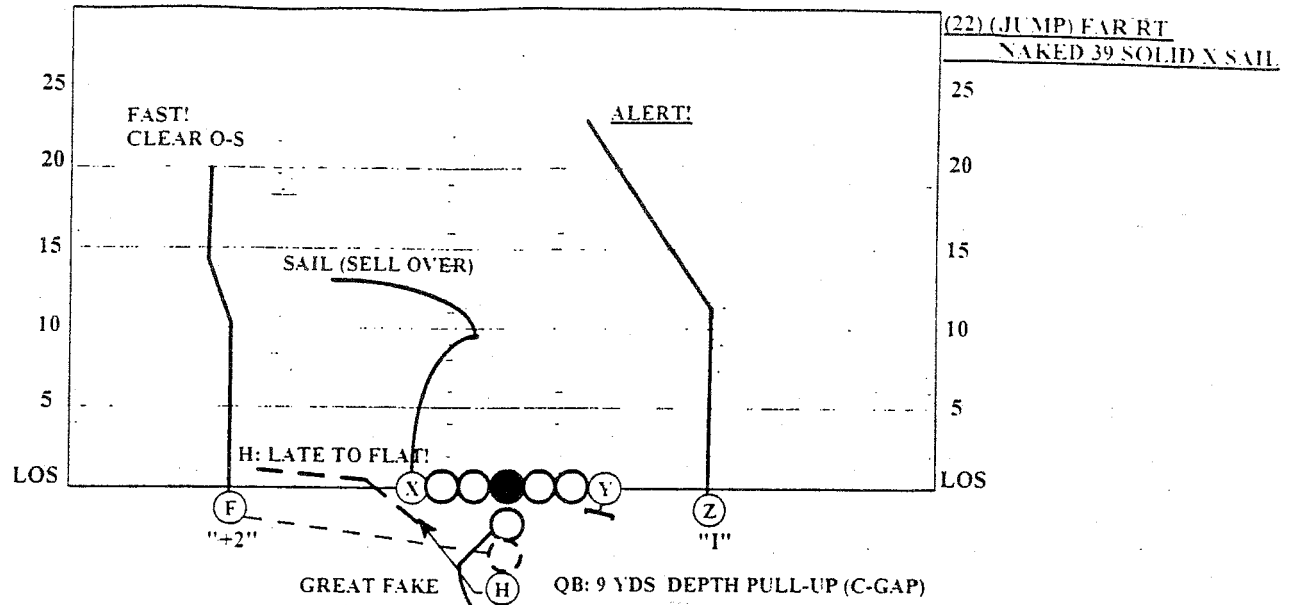


# PLAY ACTION

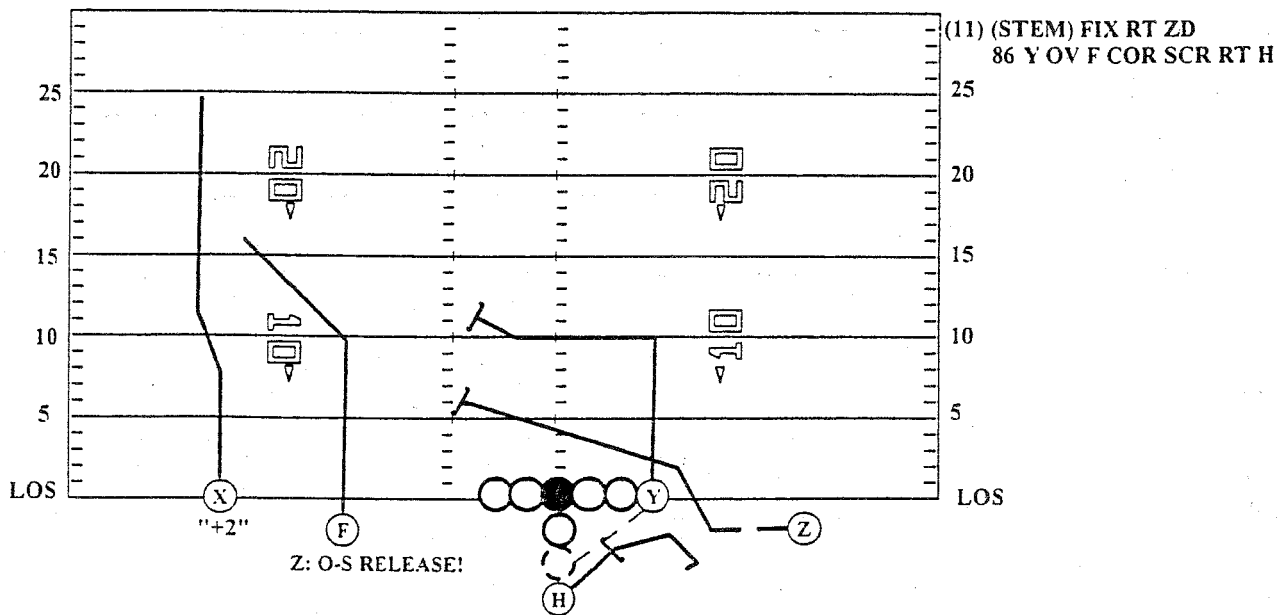
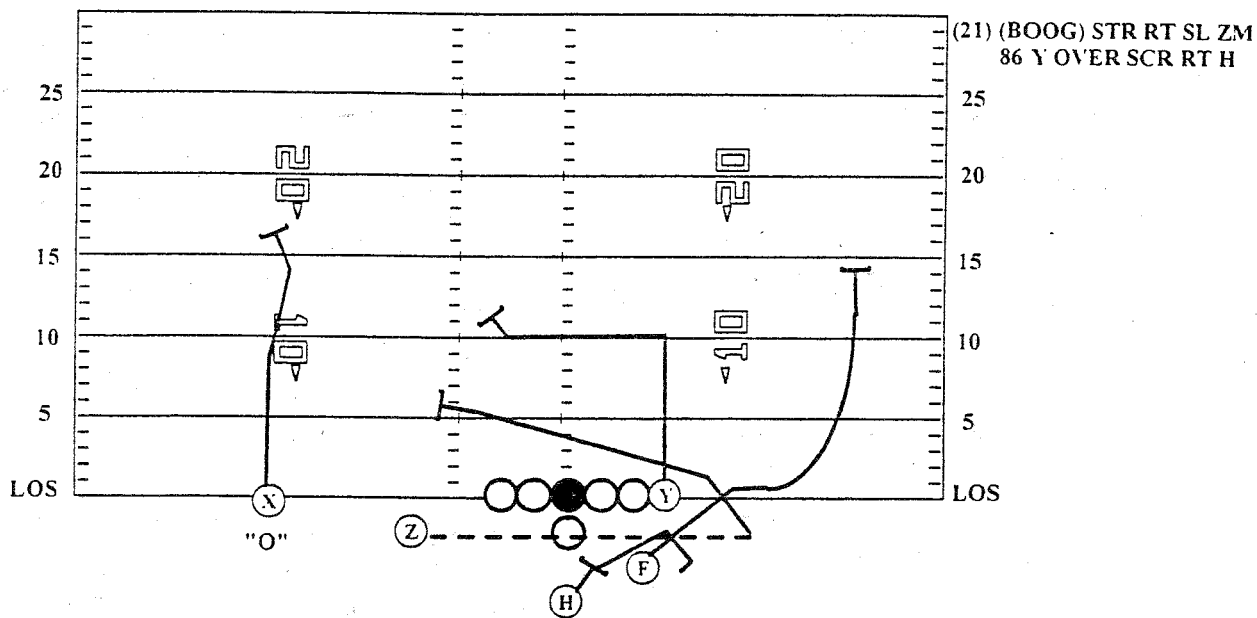
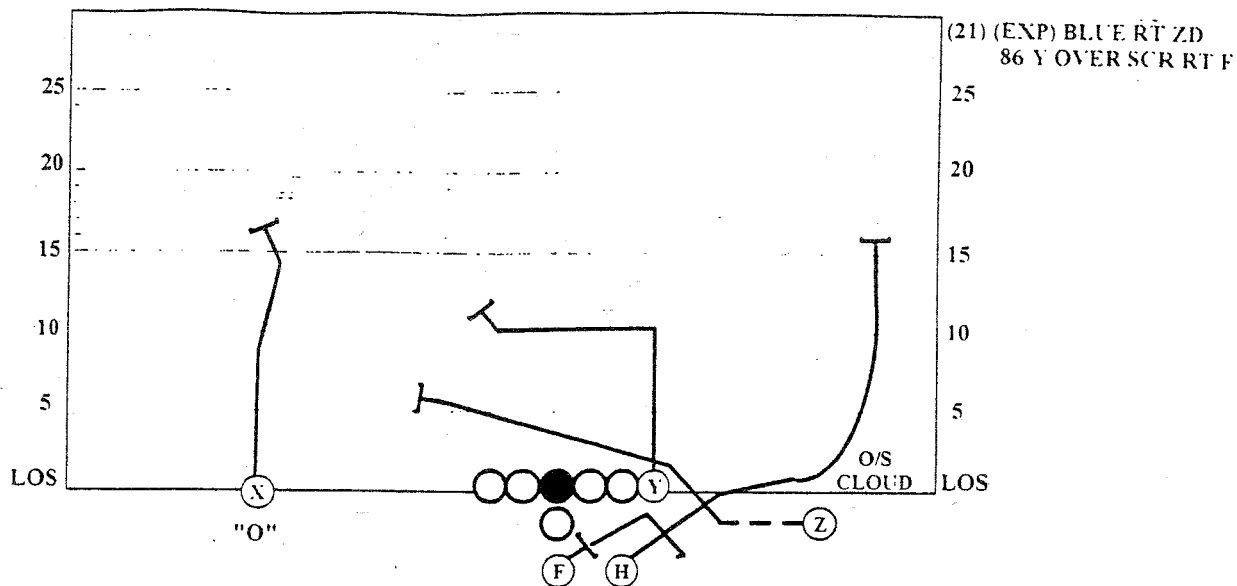




# ACTION

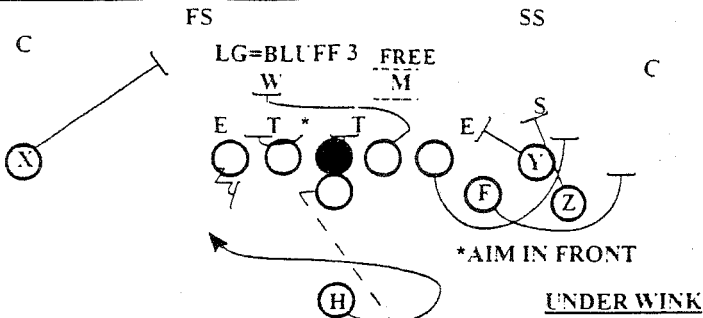


# SCREENS

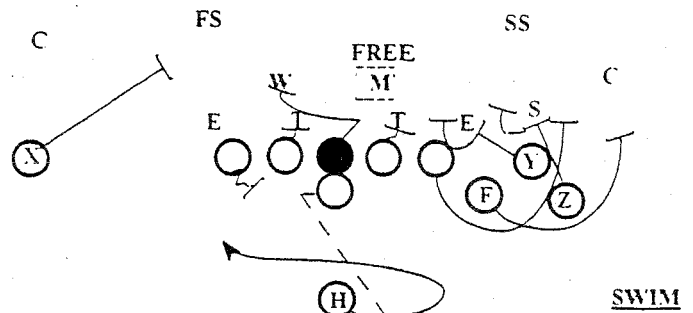


# TOSS 38(39) CRACK SINGLE SCISSORS

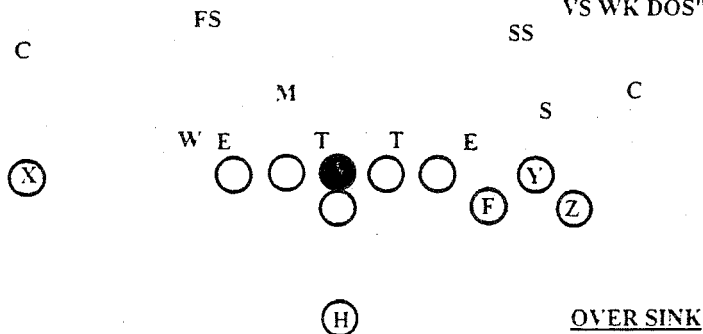
(21/12/11) (EXPLODE) BUNCH RT



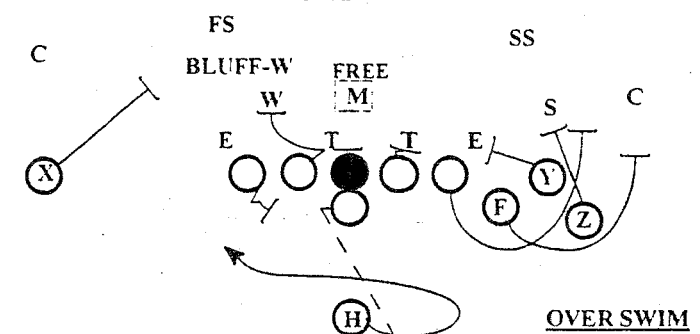
(21/12/11) (EXPLODE) BUNCH RT



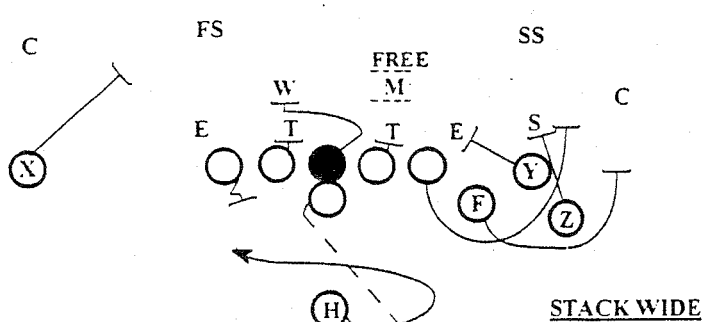
(21/12/11) (EXPLODE) BUNCH RT



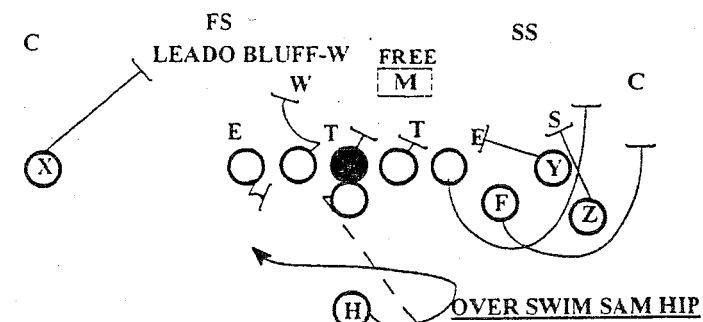
(21/12/11) (EXPLODE) BUNCH RT



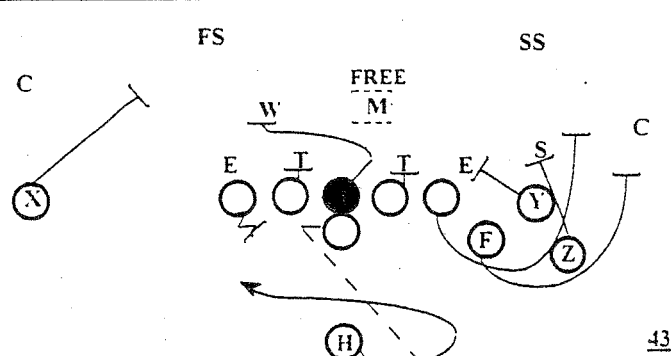
(21/12/11) (EXPLODE) BUNCH RT



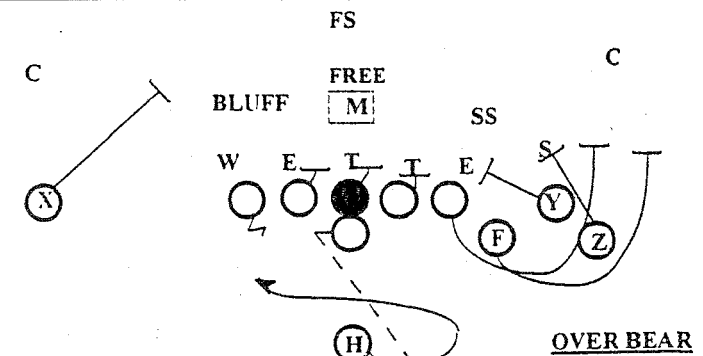
(21/12/11) (EXPLODE) BUNCH RT



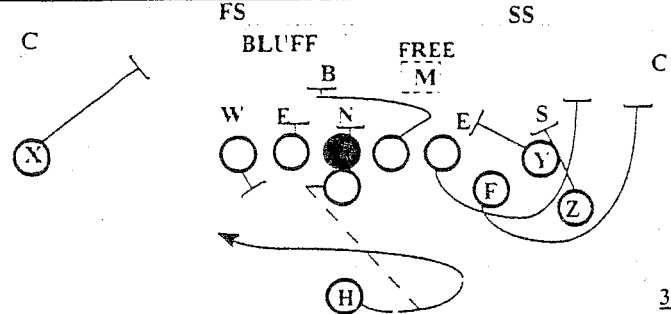
(21/12/11) (EXPLODE) BUNCH RT



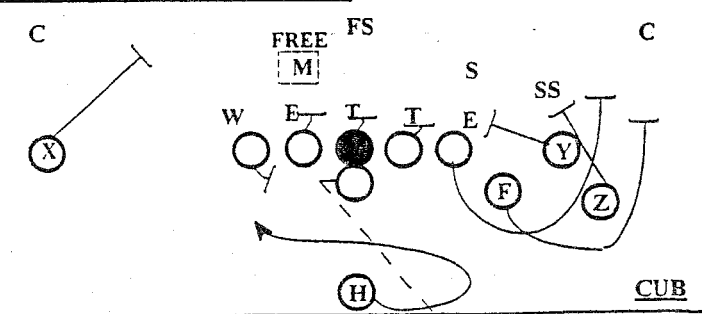
(21/12/11) (EXPLODE) BUNCH RT



(21/12/11) (EXPLODE) BUNCH RT

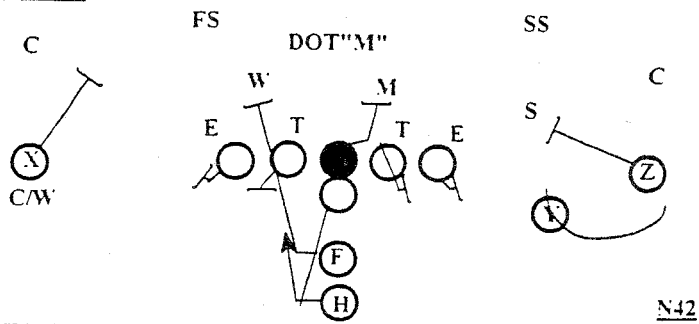


(21/12/11) (EXPLODE) BUNCH RT

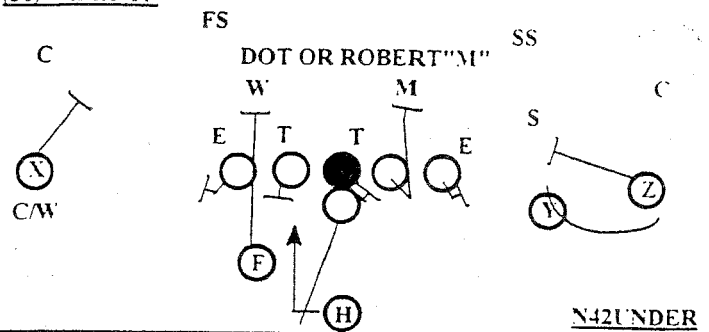


# 43 (42) LEAD Y BUBBLE

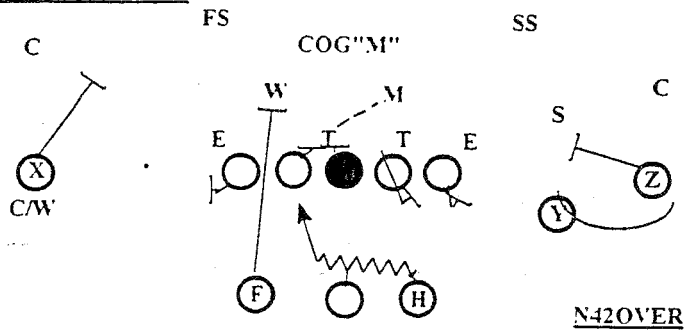
(20) I RT



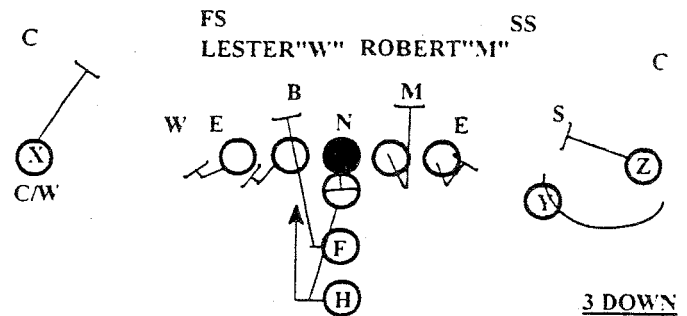
(30) WK RT YP



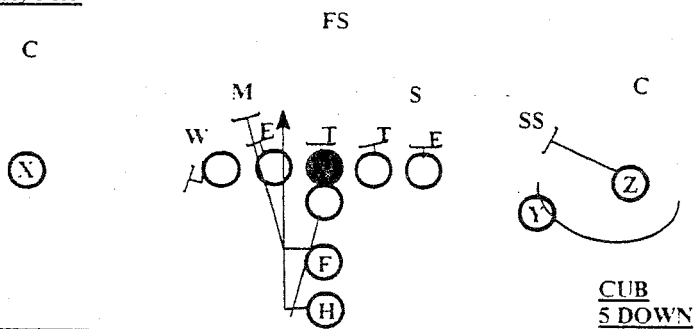
(200) CHANGE RT



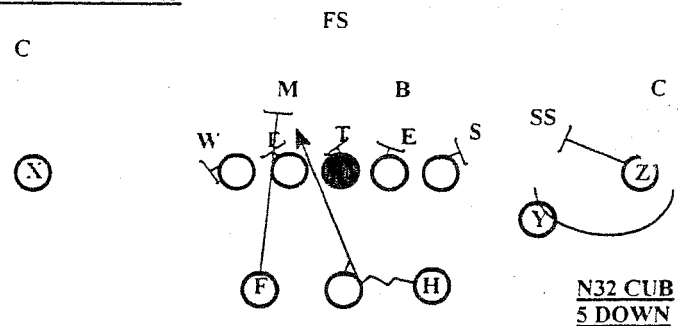
(20) I RT



(20) I RT

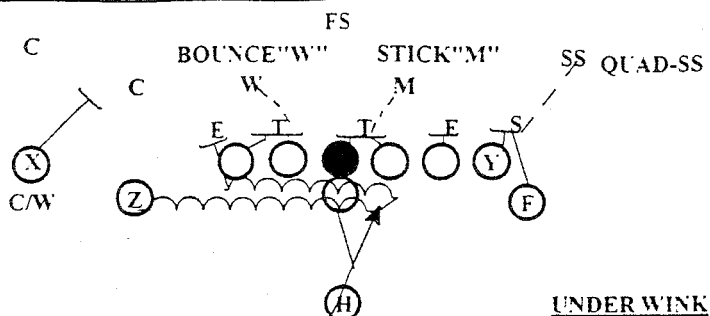


(200) CHANGE RT

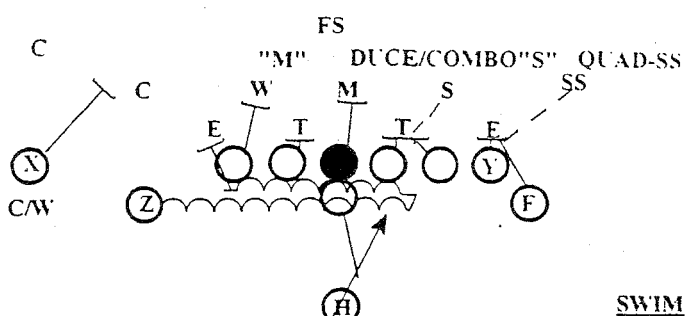


# 32 (33) BOOM

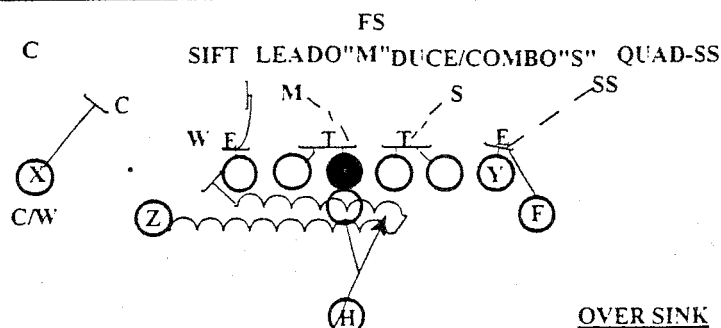
(21/12) LEAP FLD RT SL ZP TITE



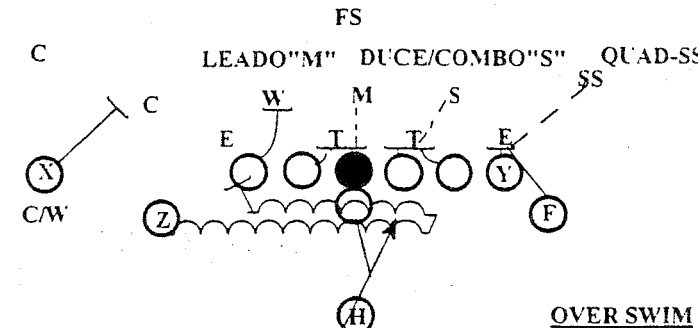
(21/12) LEAP FLD RT SL ZP TITE



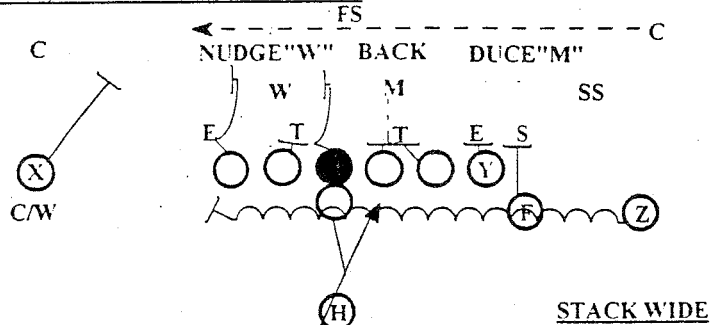
(21/12) LEAP FLD RT SL ZP TITE



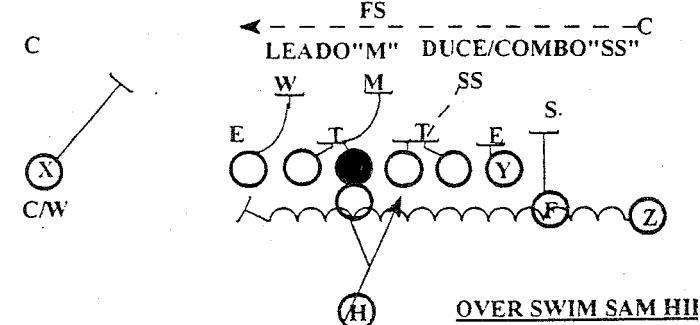
(21/12) LEAP FLD RT SL ZP TITE



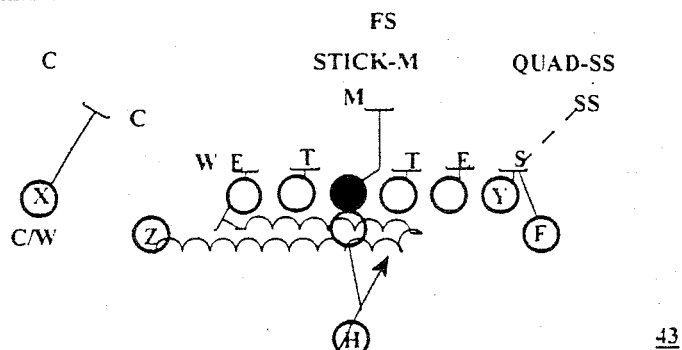
(21/12) EXPLODE FLD RT ZF TITE



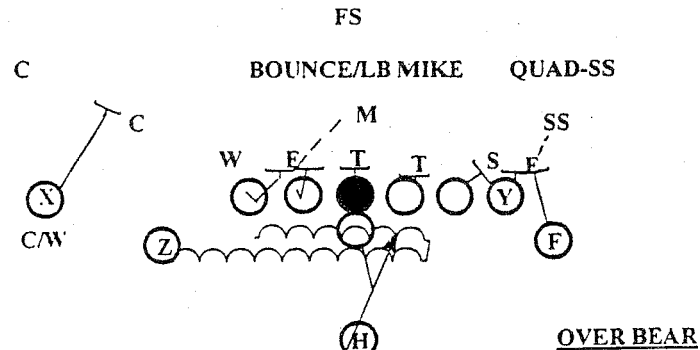
(21/12) EXPLODE FLD RT ZF TITE



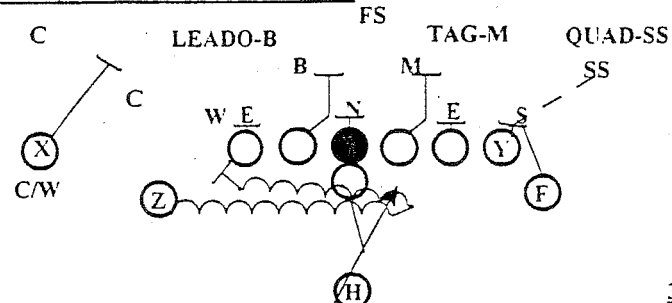
(21/12) LEAP FLD RT SL ZP TITE



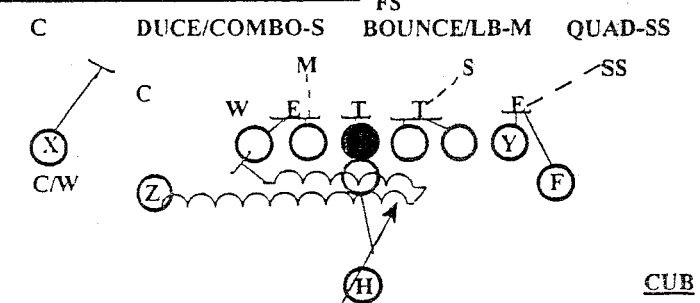
(21/12) LEAP FLD RT SL ZP TITE



(21/12) LEAP FLD RT SL ZP TITE

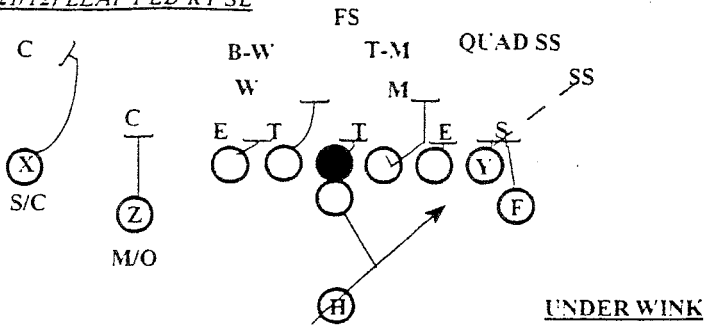


(21/12) LEAP FLD RT SL ZP TITE

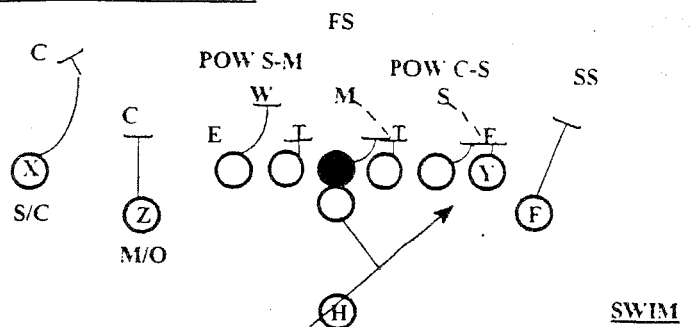


# 38 (39) BOOM

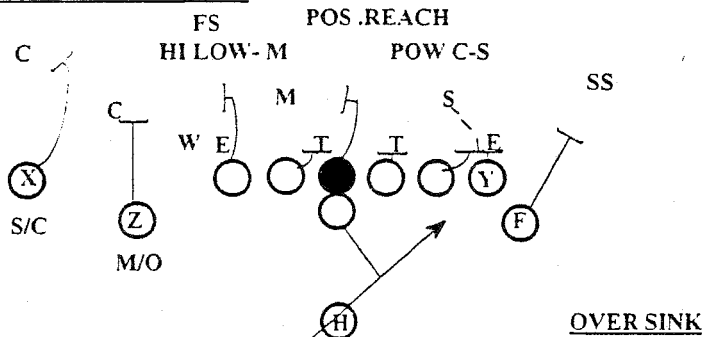
(21/12) LEAP FLD RT SL



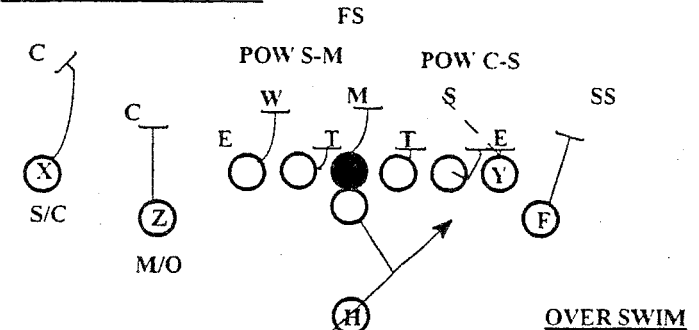
(21/12) LEAP FLD RT SL



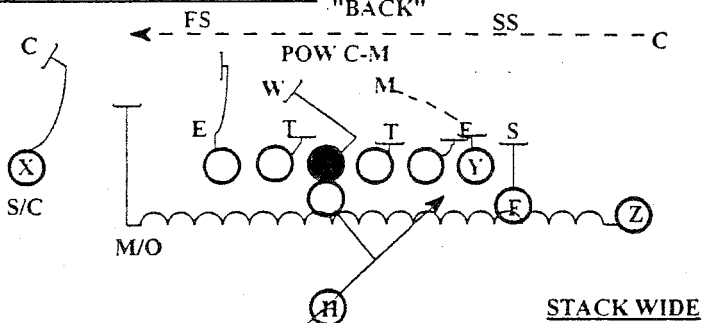
(21/12) LEAP FLD RT SL



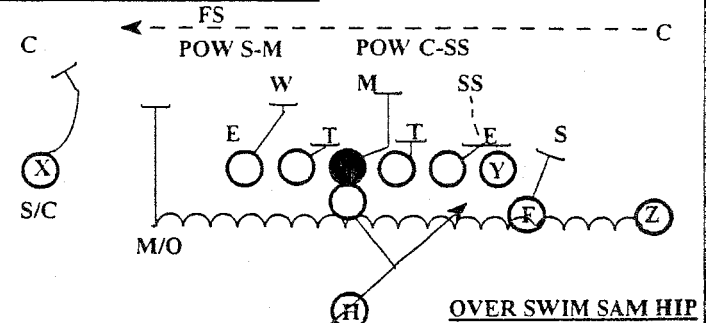
(21/12) LEAP FLD RT SL



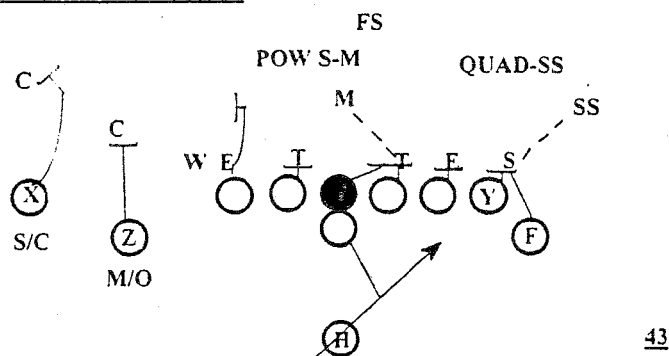
(21/12) (EXPLODE) FLD RT ZF "BACK"



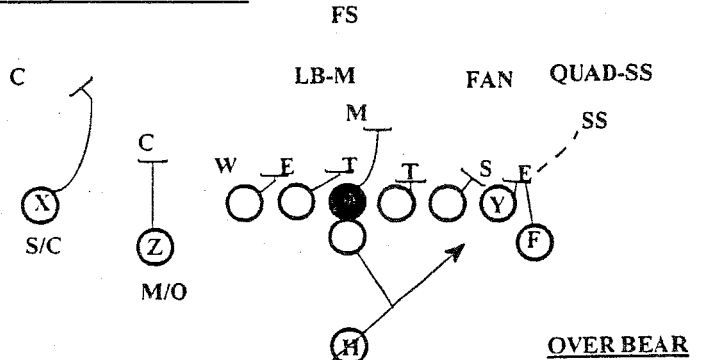
(21/12) (EXPLODE) FLD RT ZF



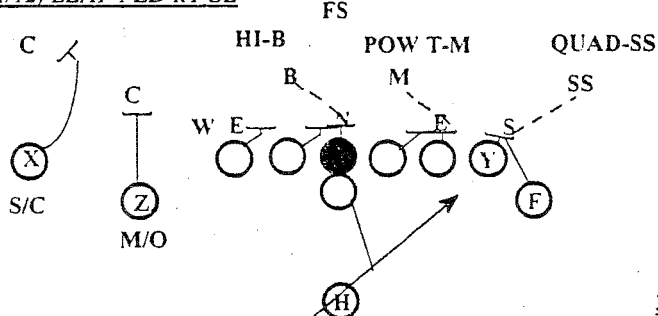
(21/12) LEAP FLD RT SL



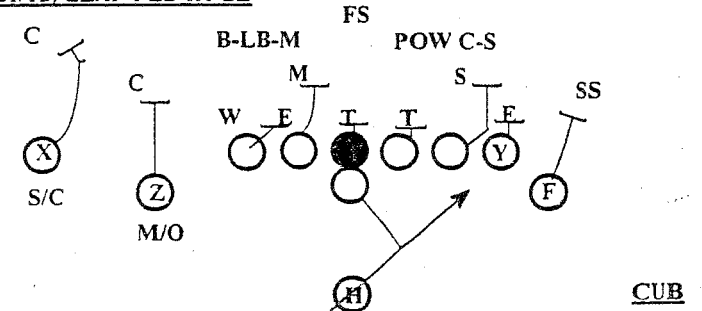
(21/12) LEAP FLD RT SL



(21/12) LEAP FLD RT SL

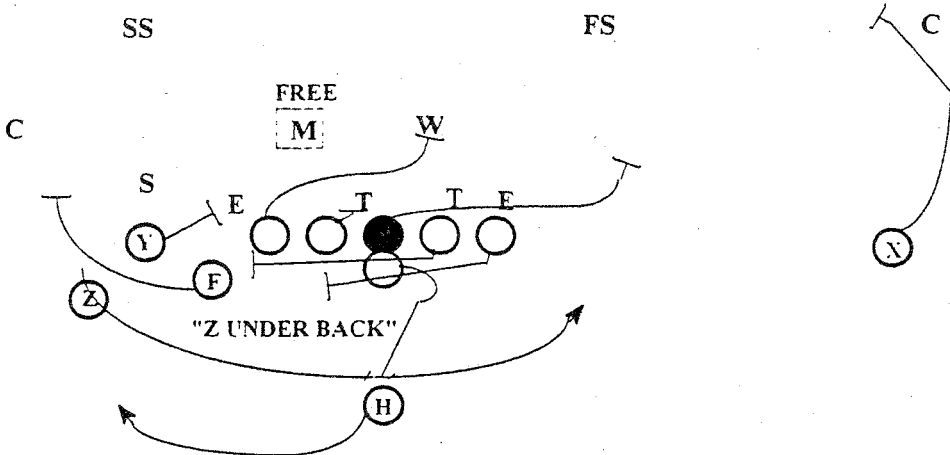


(21/12) LEAP FLD RT SL



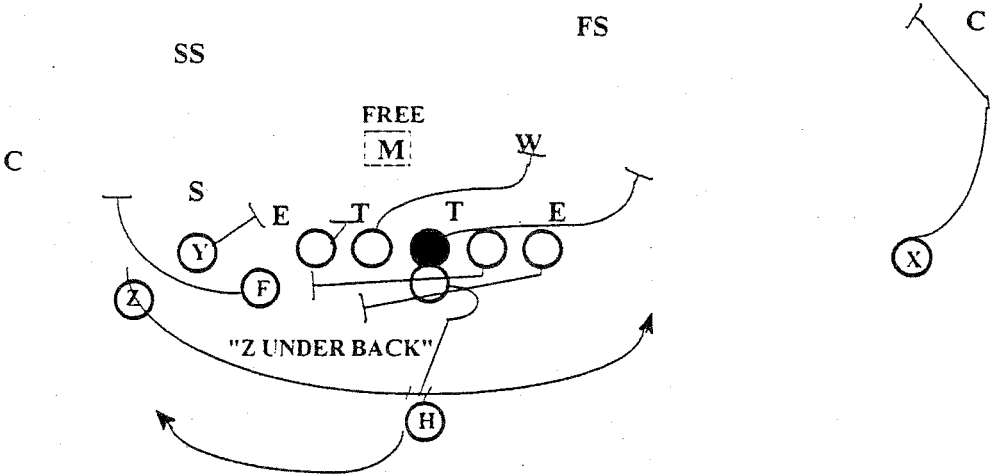
**FK TOSS 39 CRACK Z BEHIND**

(21/12) (EXPLODE) BUNCH LT (FP)



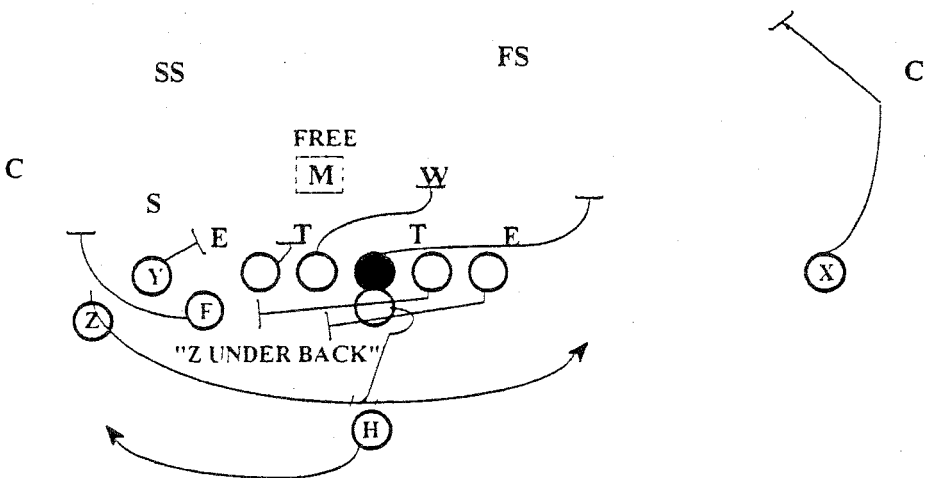
UNWINK

(21/12) (EXPLODE) BUNCH LT (FP)



**OVSINK**

(21/12) (EXPLODE) BUNCH LT (FP)



SWIM





## DAY #10 MON. AUG 14<sup>TH</sup> 2000

### BASE PASS:

22(23) Y OUT  
22(23) SCRAM Y OUT  
22(23) F ANG -SIN  
22(23) F ANG -EXIT  
22(23) TEX - X SPOT

(21) (ZEL) WK FM. BUZ XM  
(11) (EXON) FUL RT. (30) (EXP) CHANGE TARE FF  
(21/12) (SCAT) FLD SLOT  
(21/12) (BOG) FLD TWIN  
(21/12) (STEM) FLD SLOT FP

### PLAY ACTION:

PUSH 32 SWIM DBL HINGE  
PUSH 32 SWIM DBL STRUT  
K4 HANK Y GO (COR)  
P HB 2(3) X SPEAR  
P 82 HARRY

(21/12) JUMP I RT. EXP FOX FM. STEM WK FM  
(21/12) JUMP I RT. EXP FOX FM. STEM WK FM  
(21/12/20/30) ZELDA I LT YF. BOOGIE I RT SL ZM  
(21/12) SCAT I TW ZM. EXP I  
(21/12) ZELDA FLD FF. STEM FOX FP, FAL

### ACTION:

FK 38 SELL IT Z SKINNY  
FK 38 SELL IT X PYLON

(12) STEM FAL RT. (21) (EXP) FLD RT FF  
(12) STEM FAL RT. (21) (EXP) FLD RT FF

### SCREENS:

26(27) RENO SCREEN LT H

(12) WALTZ FAL FM. (21) LURK STR, (30) STEM WI

### SPECIALS:

**DAY #10 MON. AUG 14<sup>TH</sup> 2000**

**BASE RUN:**

"ALERT" 38(39) CTR SWEEP

(12) FAL RT

38(39) CTR SWEEP X SMOKE

(21/12) FOX FM

"CWM" 38(39) CTR SWEEP - 35(34) BOB

(21/12) WK FM

33(32) BOB BOUNCE

(21) WK TW NASTY XF, LEAP I ZF  
(21/12) EXP I YP, (12) STEM I TARE ZF

36(37) CTR SCISSORS Z SMOKE

(12) STEM WK

"CWM" 36(37) CTR SCISSORS - 35(34) BOB

(21/12) WK

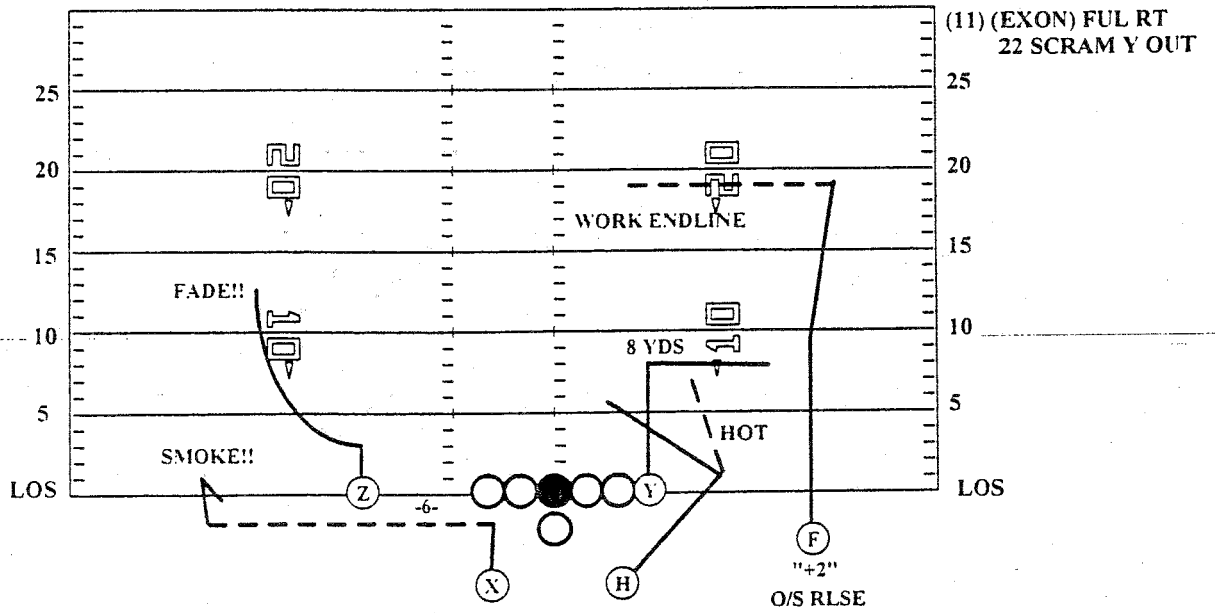
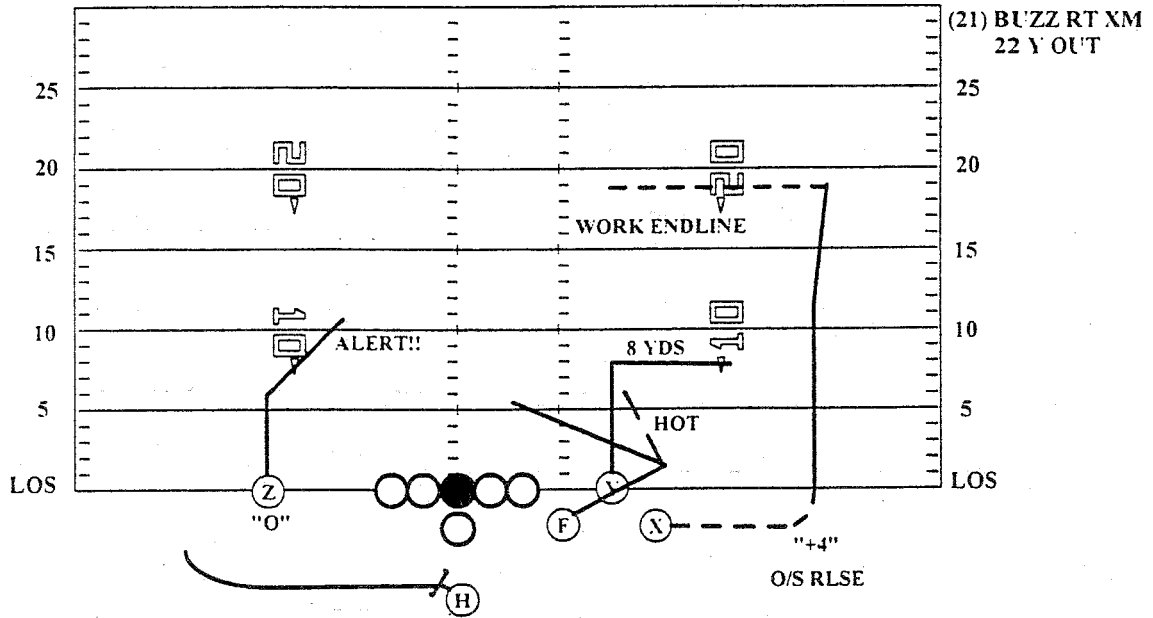
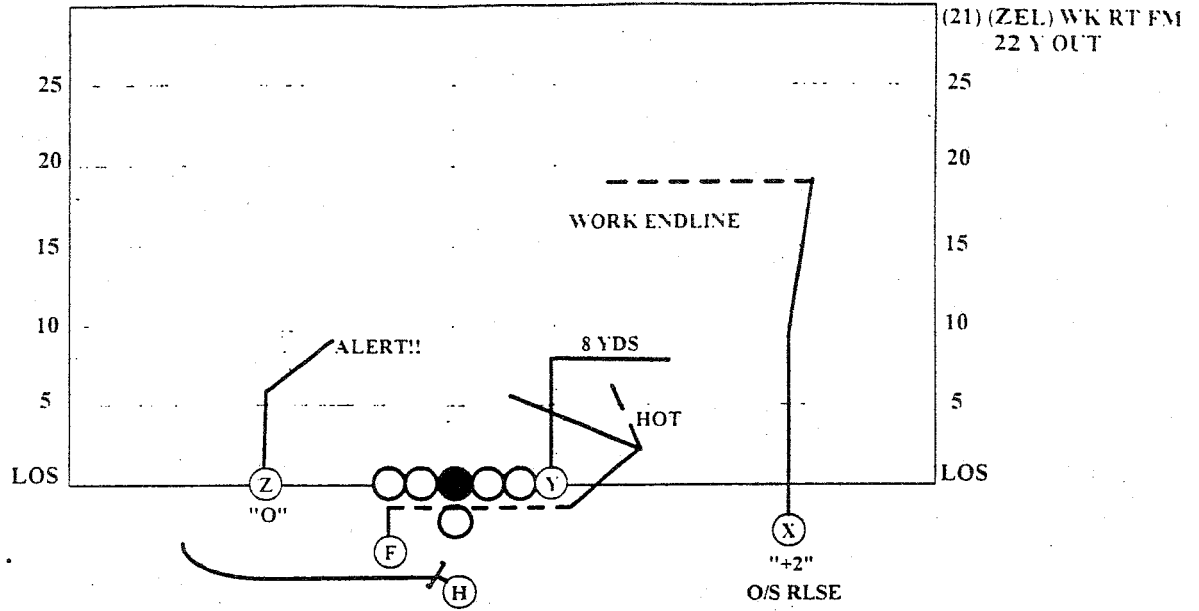
39(38) STUDDER "F"

(21/12) BOG STR SL ZM, EXP WK FM,  
STEM STR, I FM

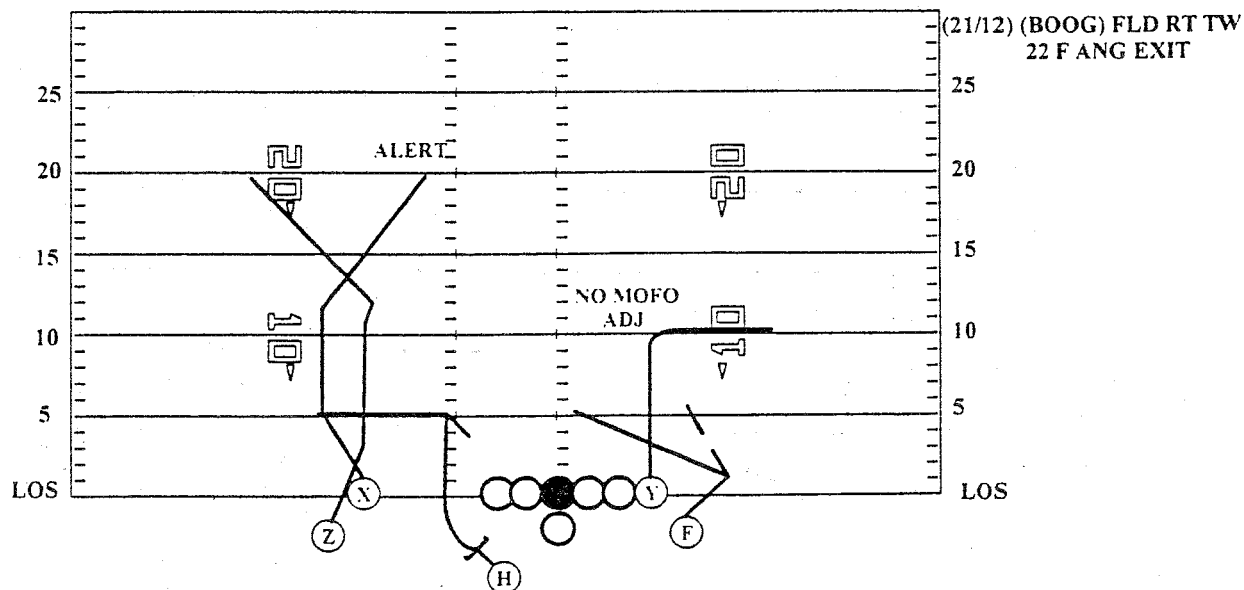
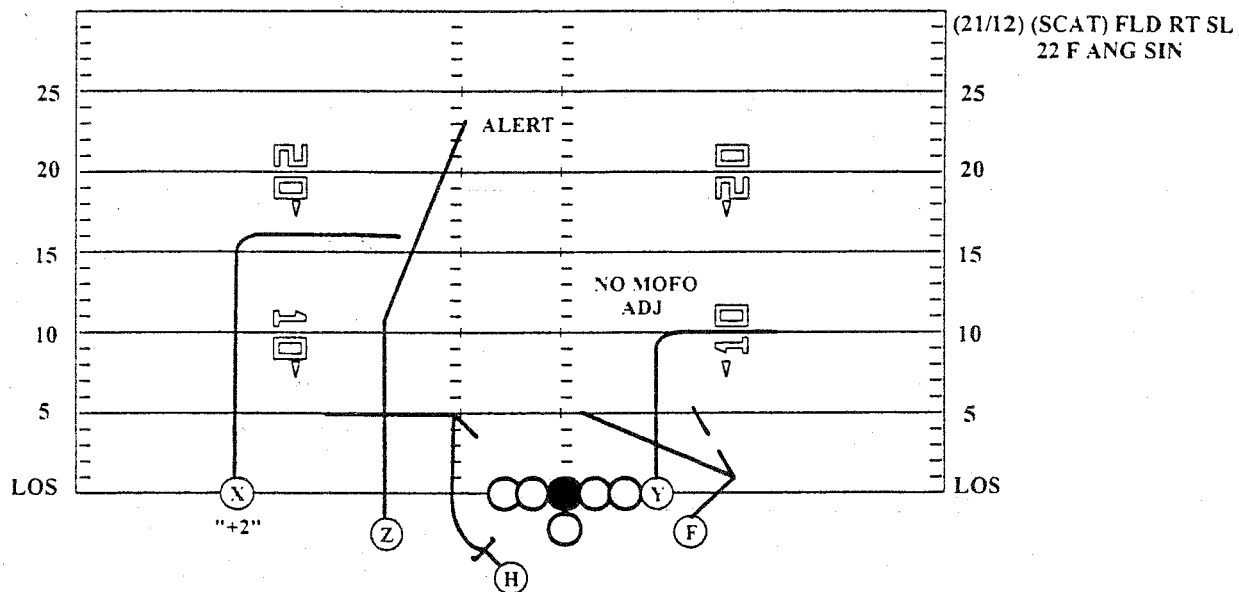
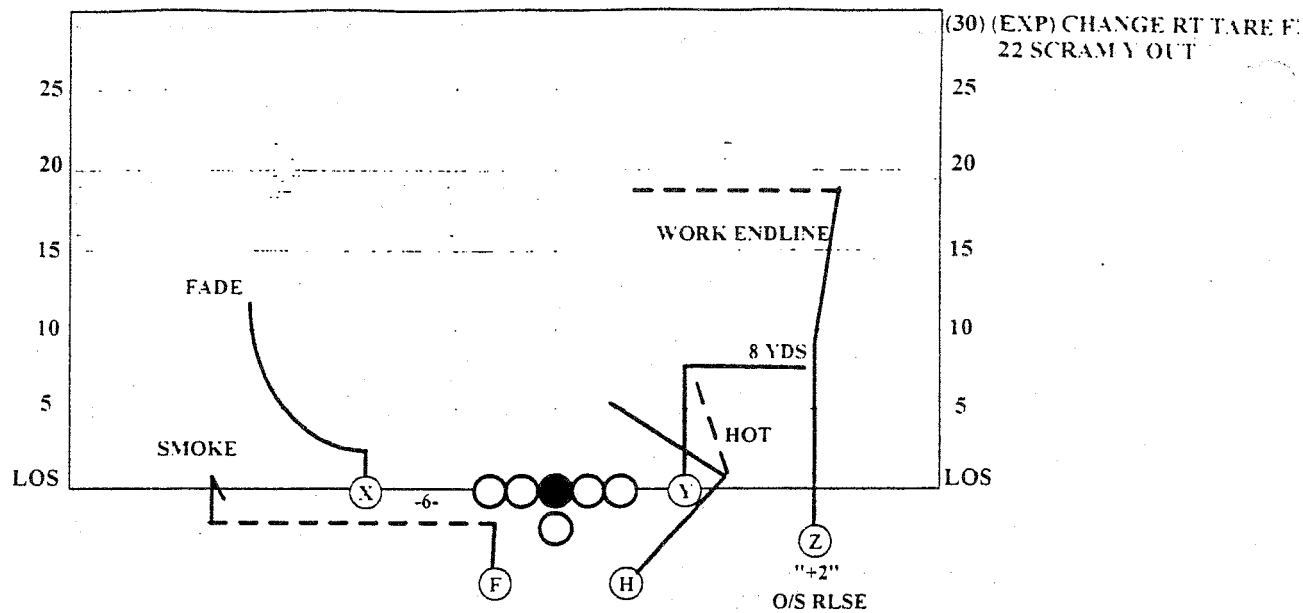
39(38) STUDDER "F" SCISSORS

(21/12) BOG STR SL (ZM), EXP WK FM,  
STEM STR, I FM

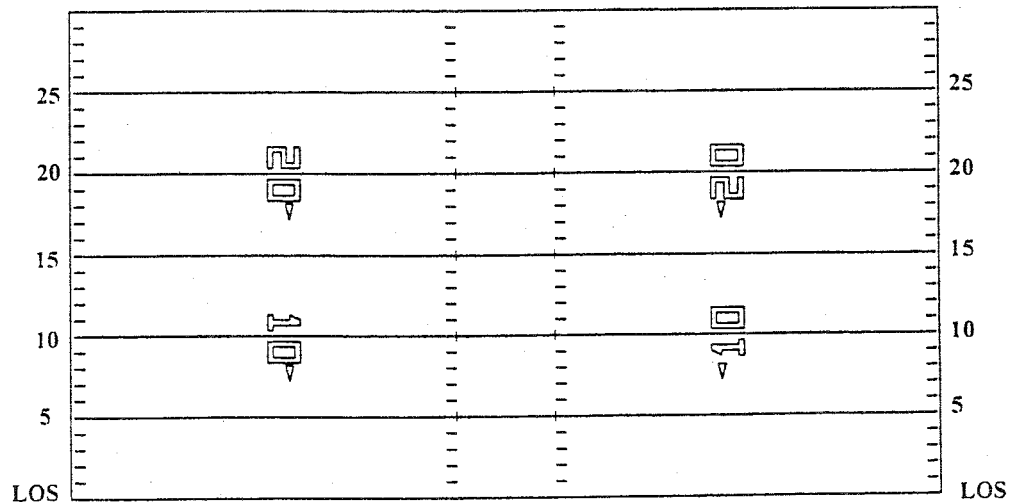
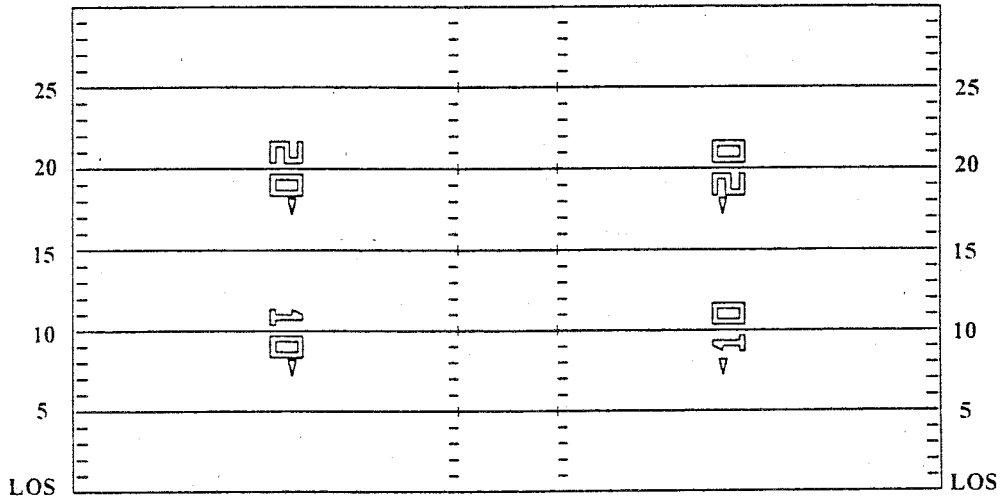
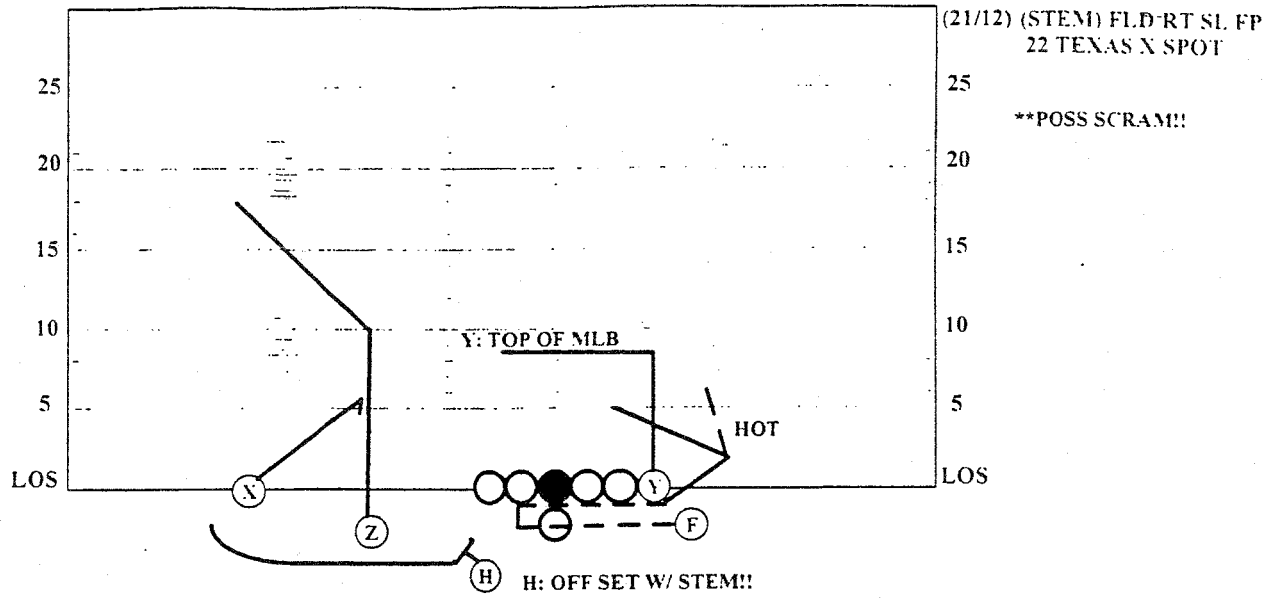
## BASE PASS



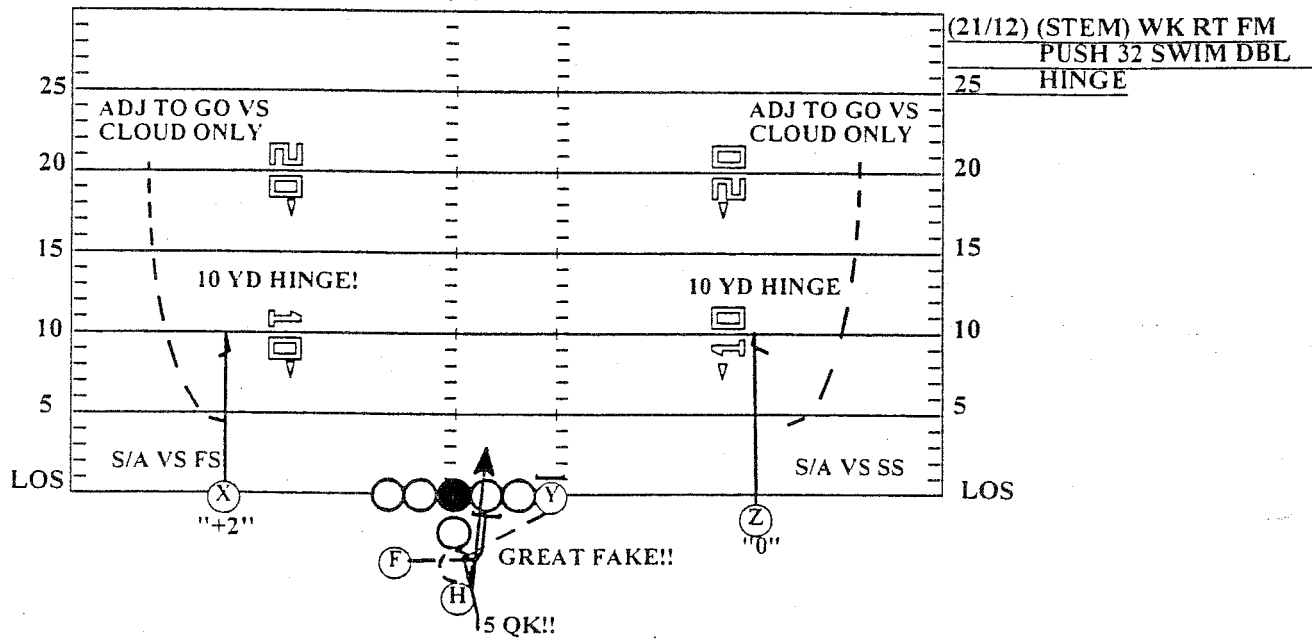
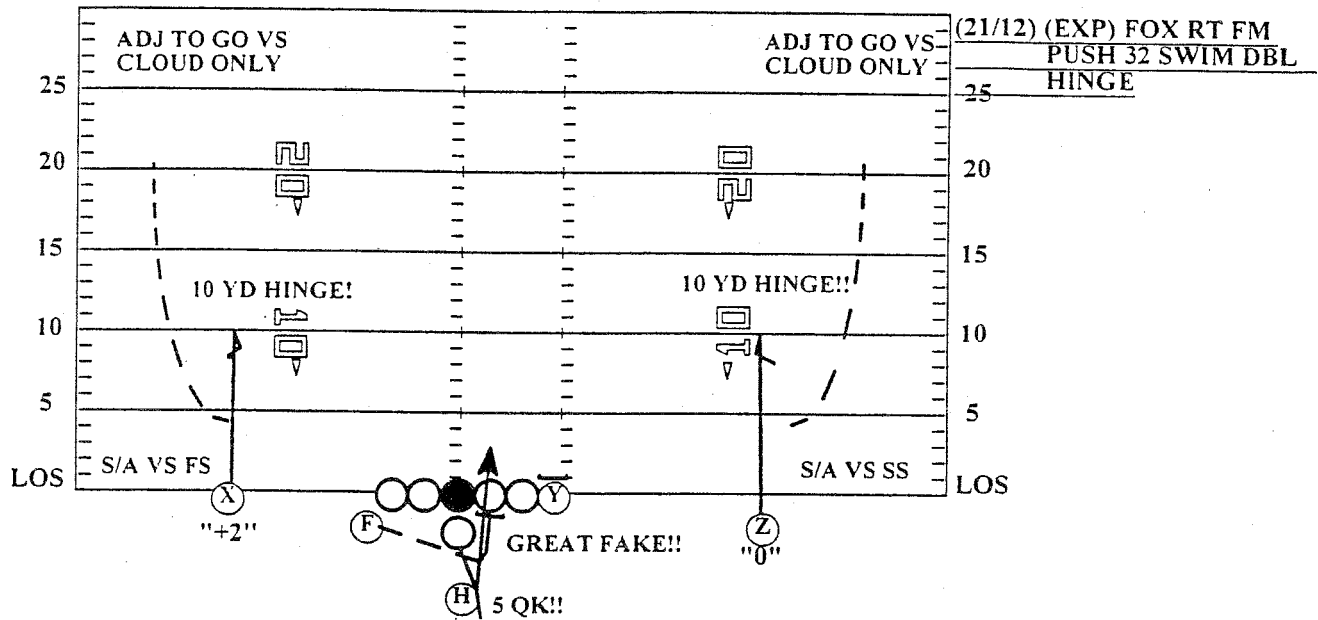
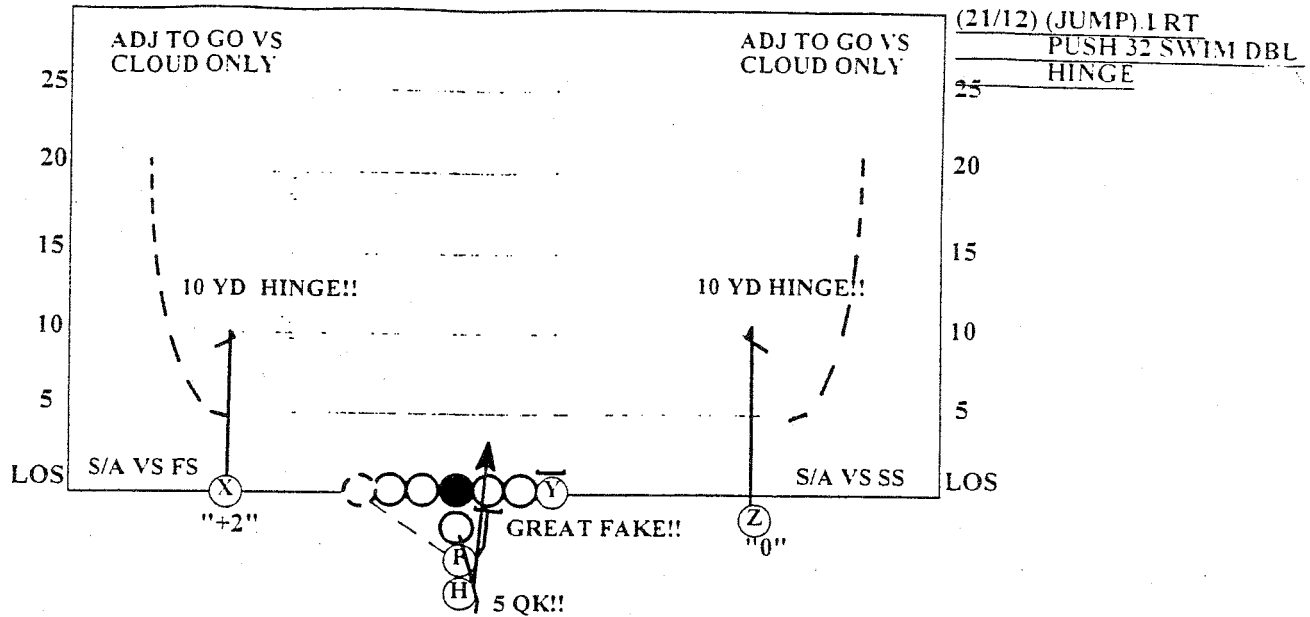
## BASE PASS



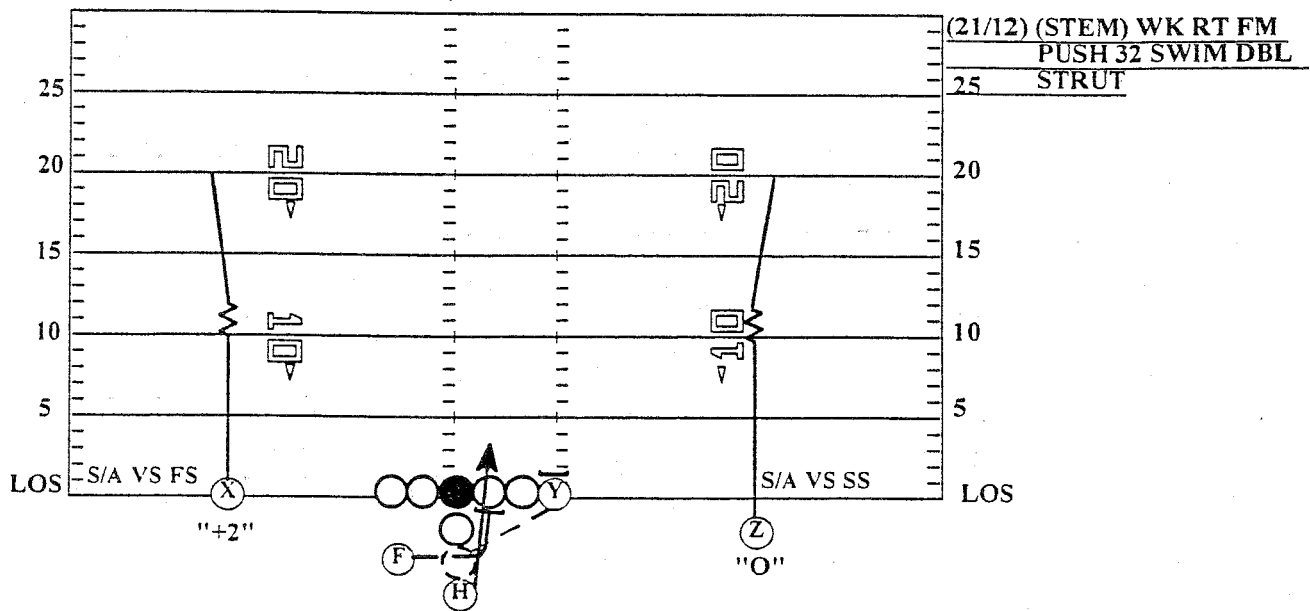
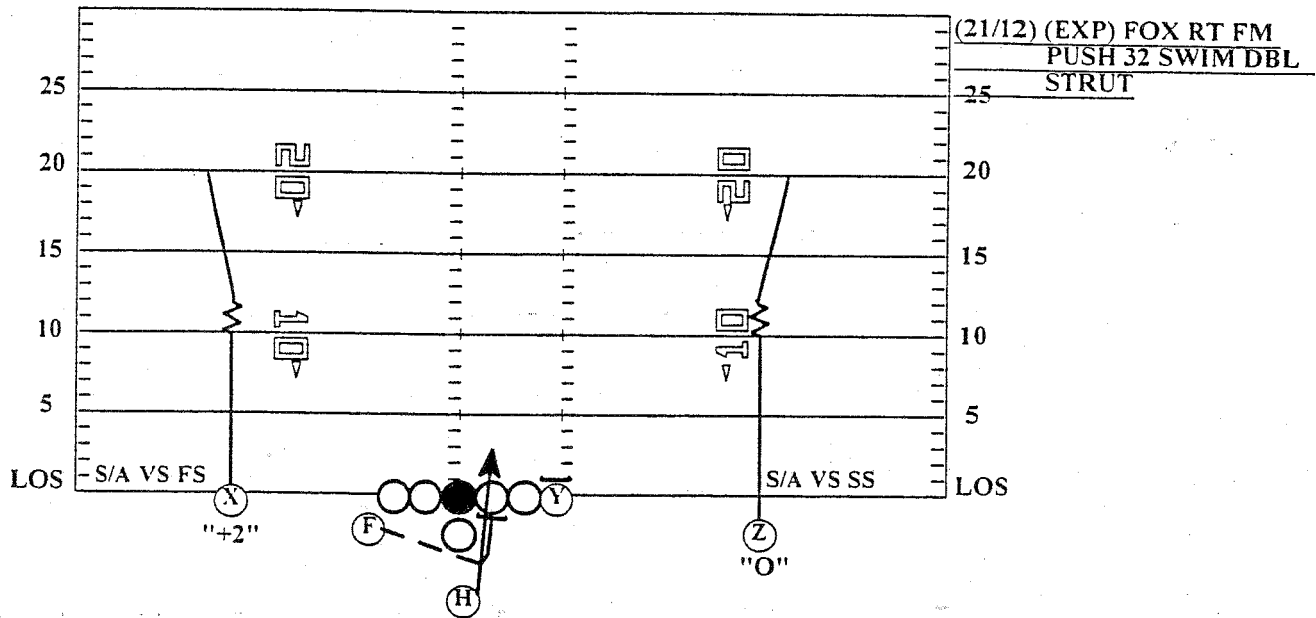
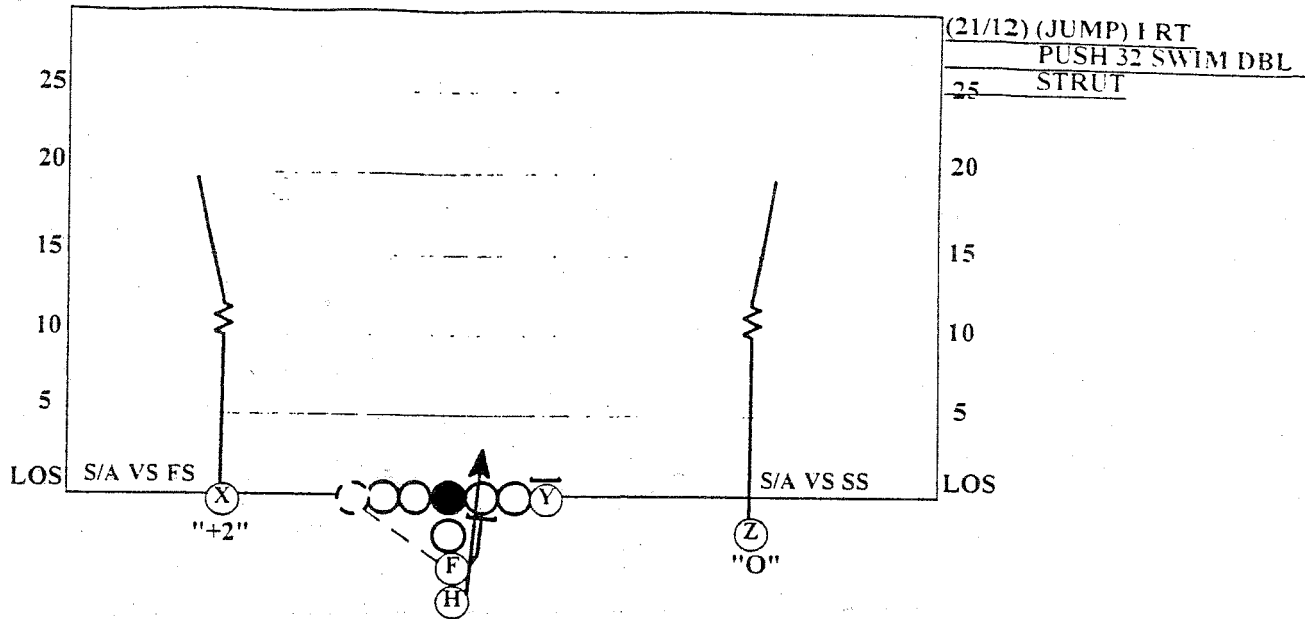
# BASE PASS



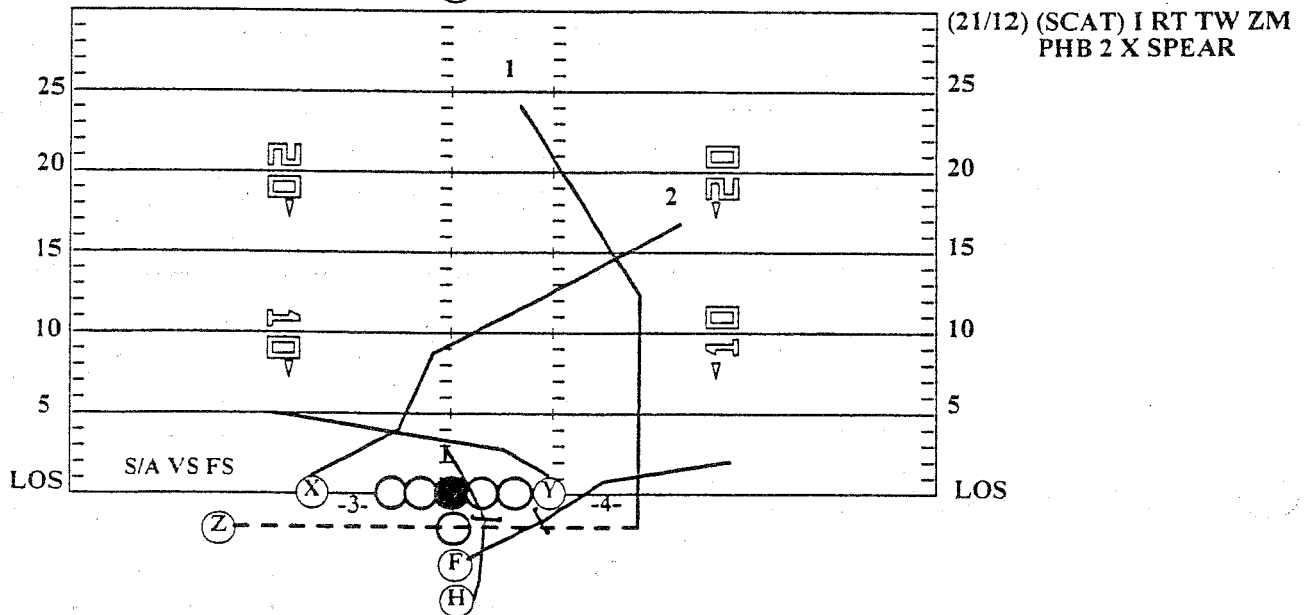
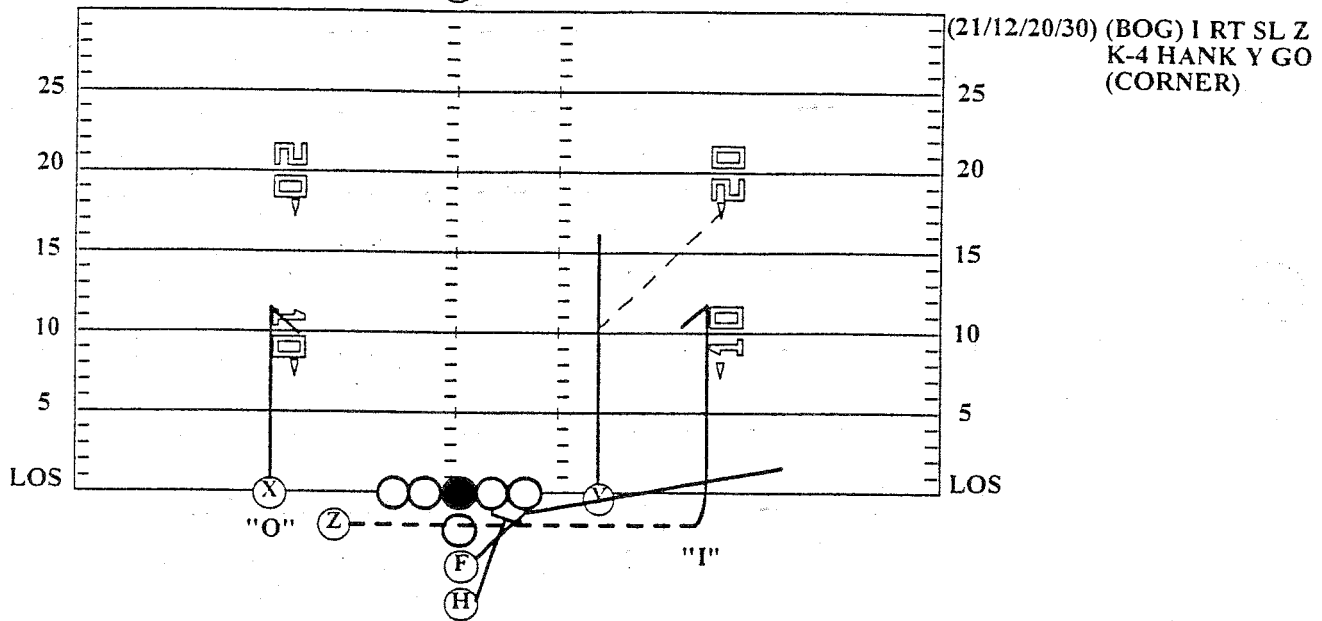
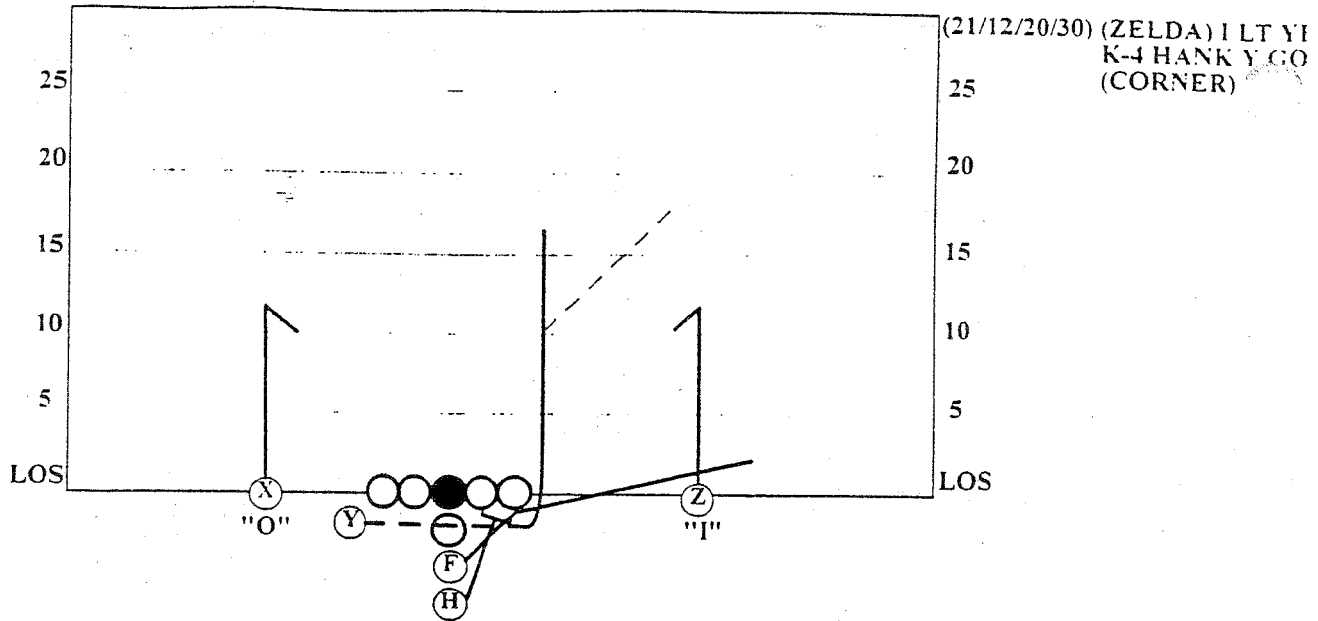
## PLAY ACTION



# PLAY ACTION

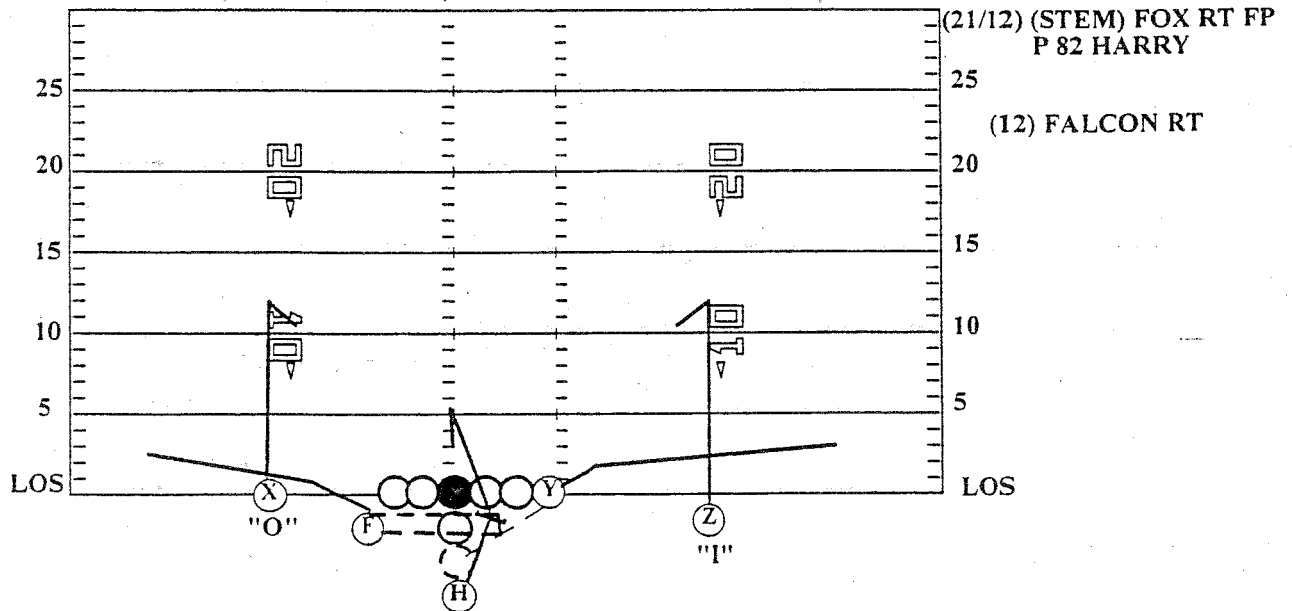
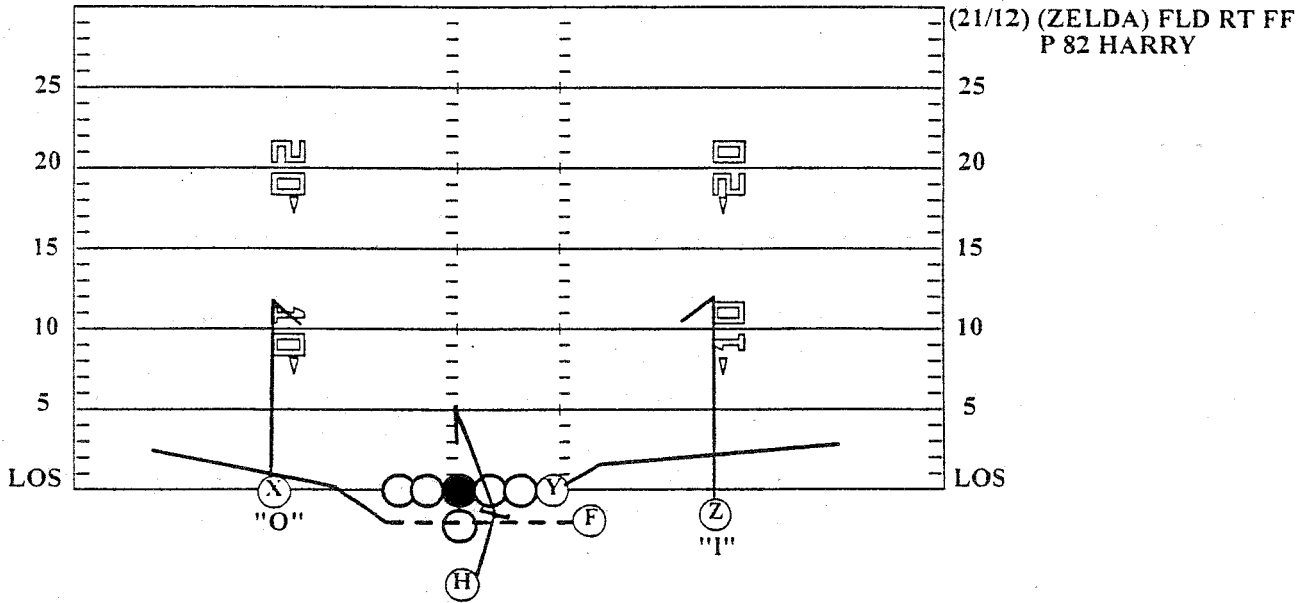
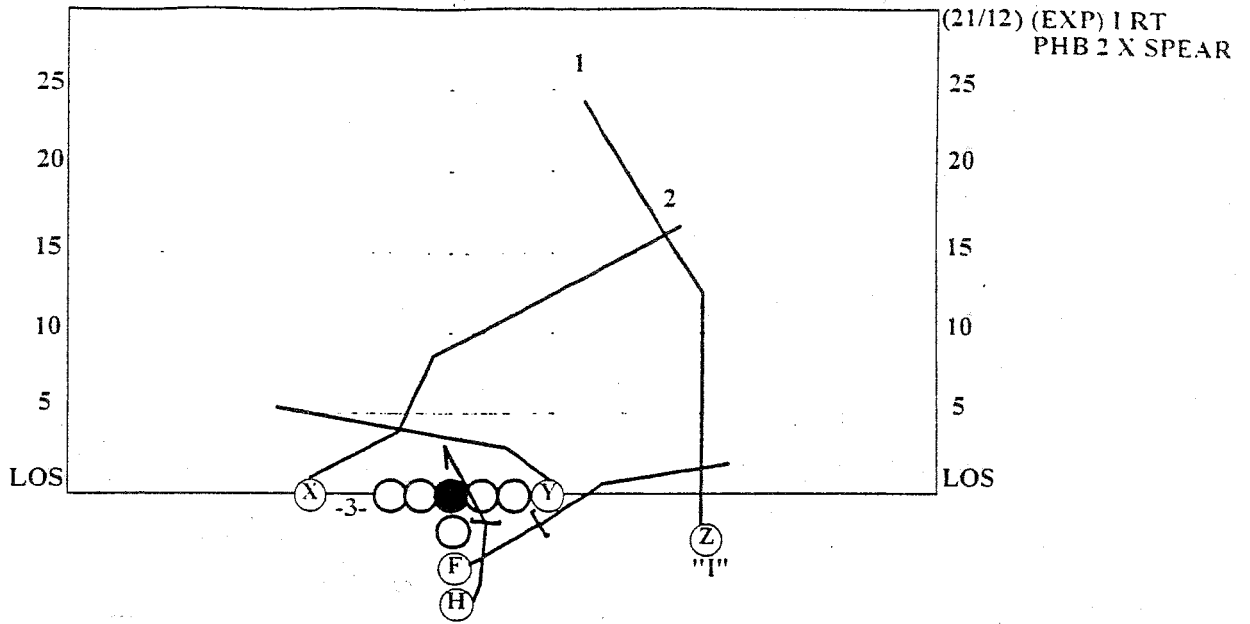


# PLAY ACTION

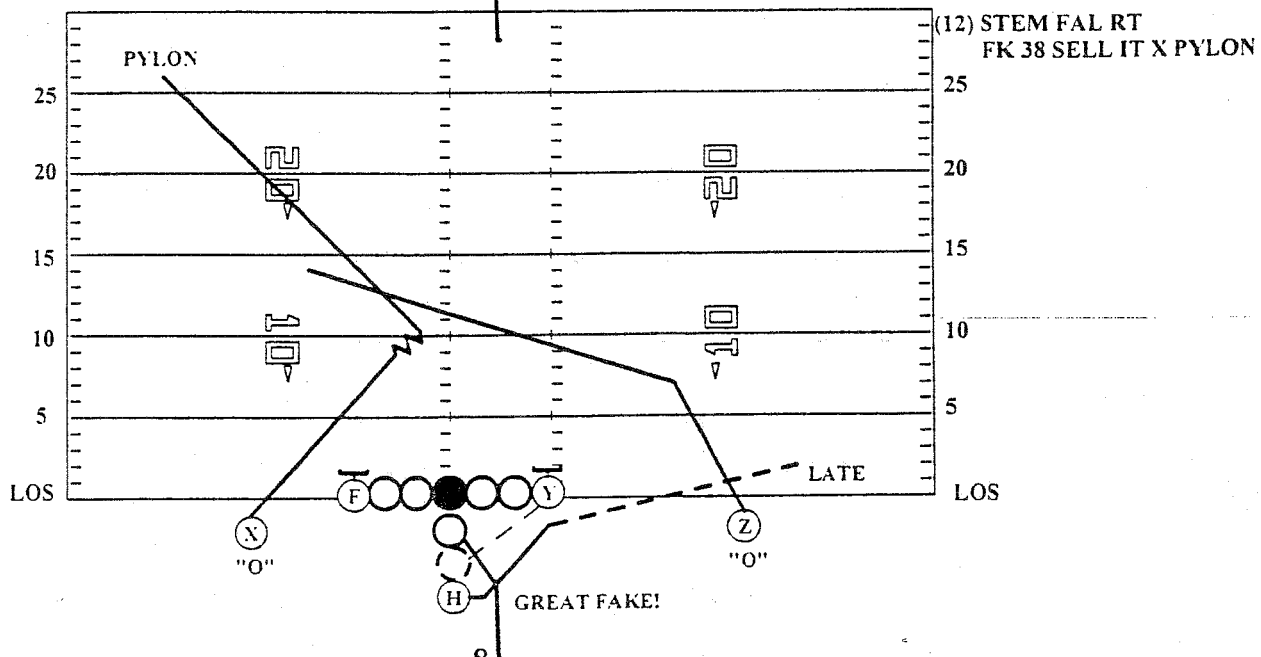
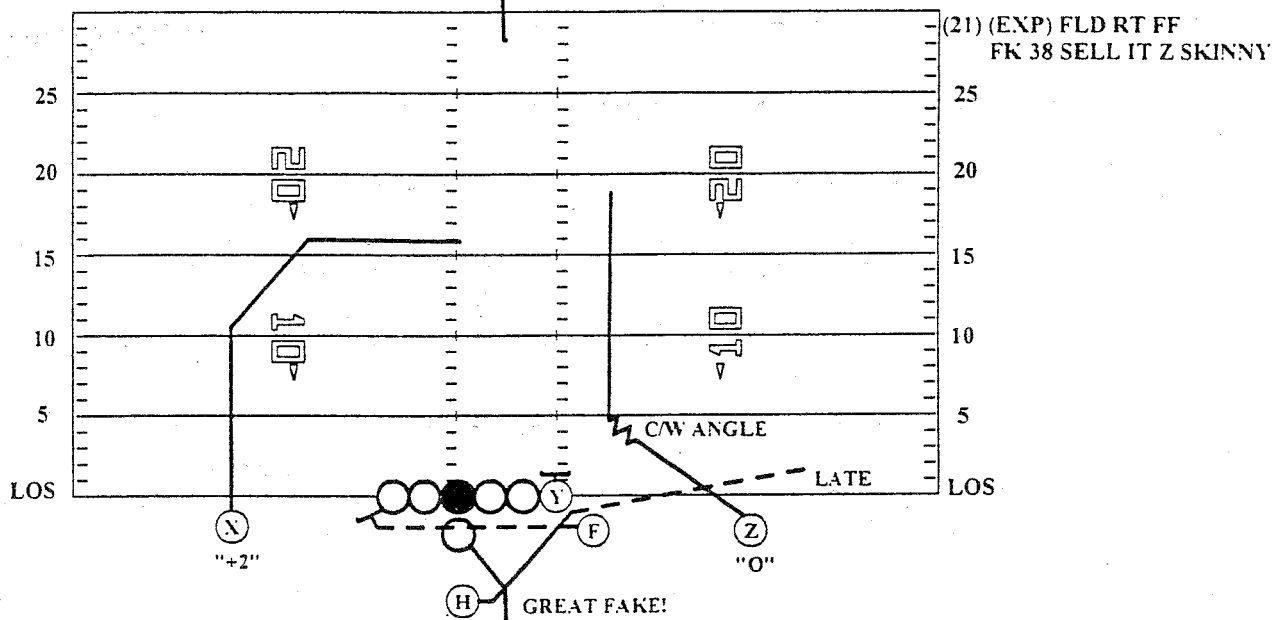
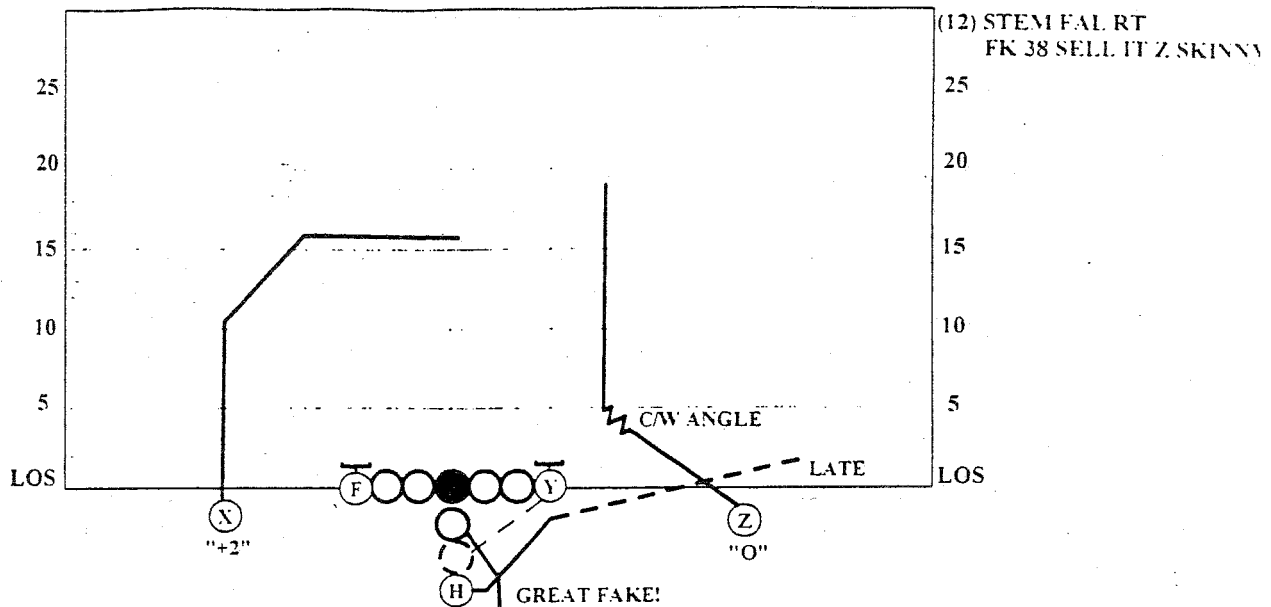




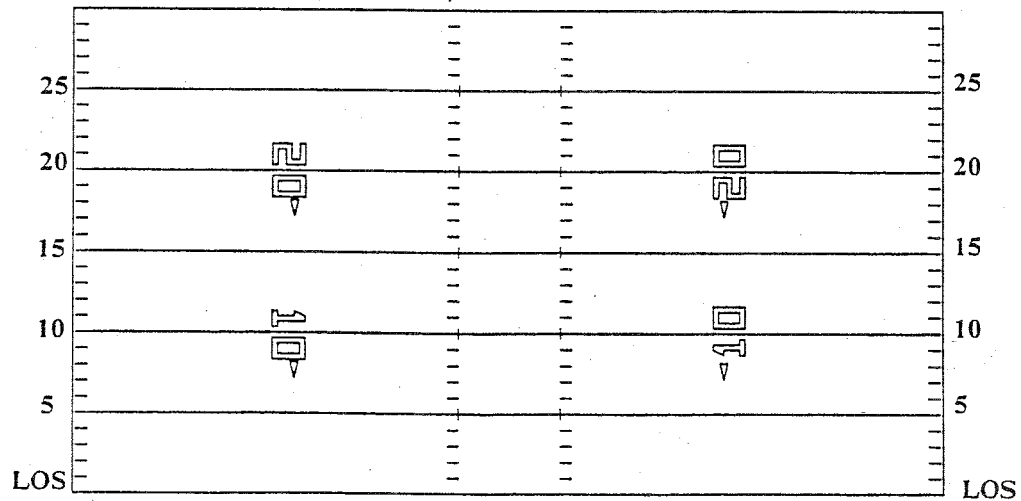
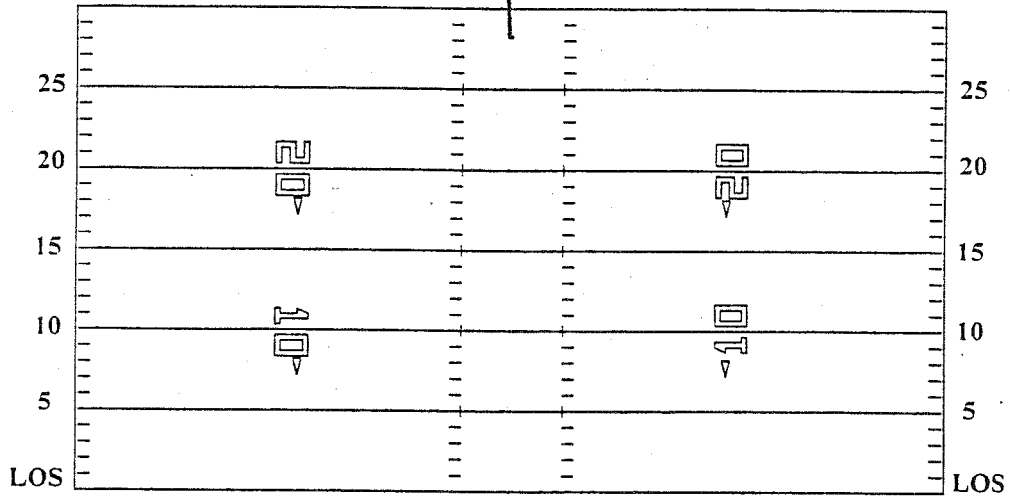
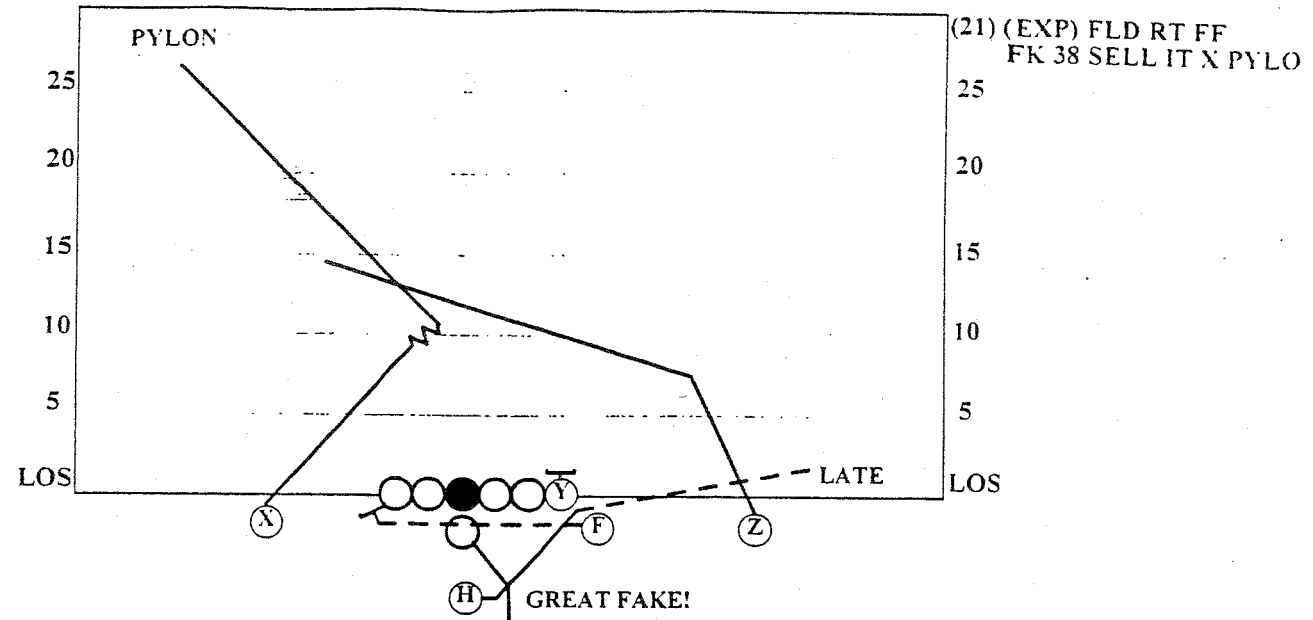
## PLAY ACTION



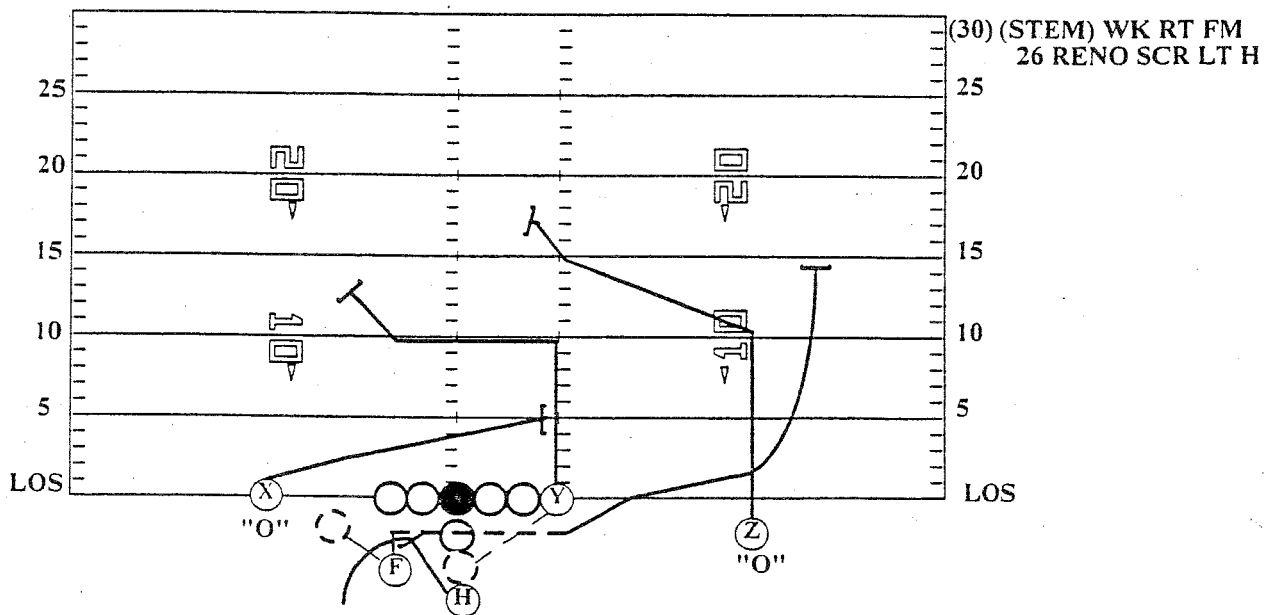
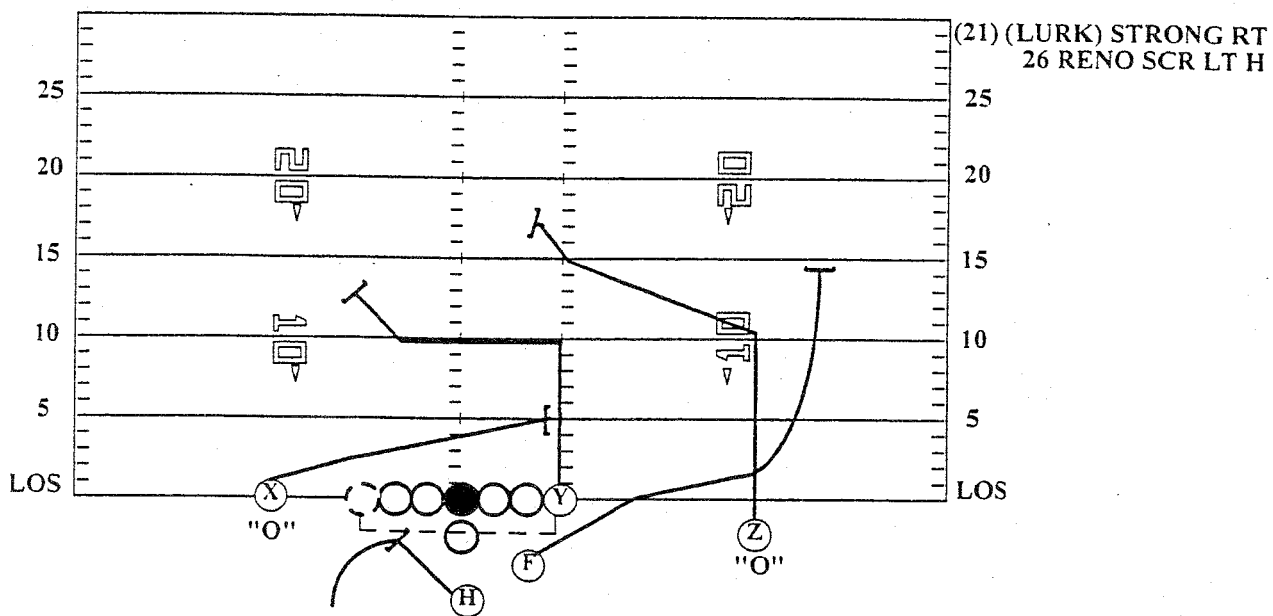
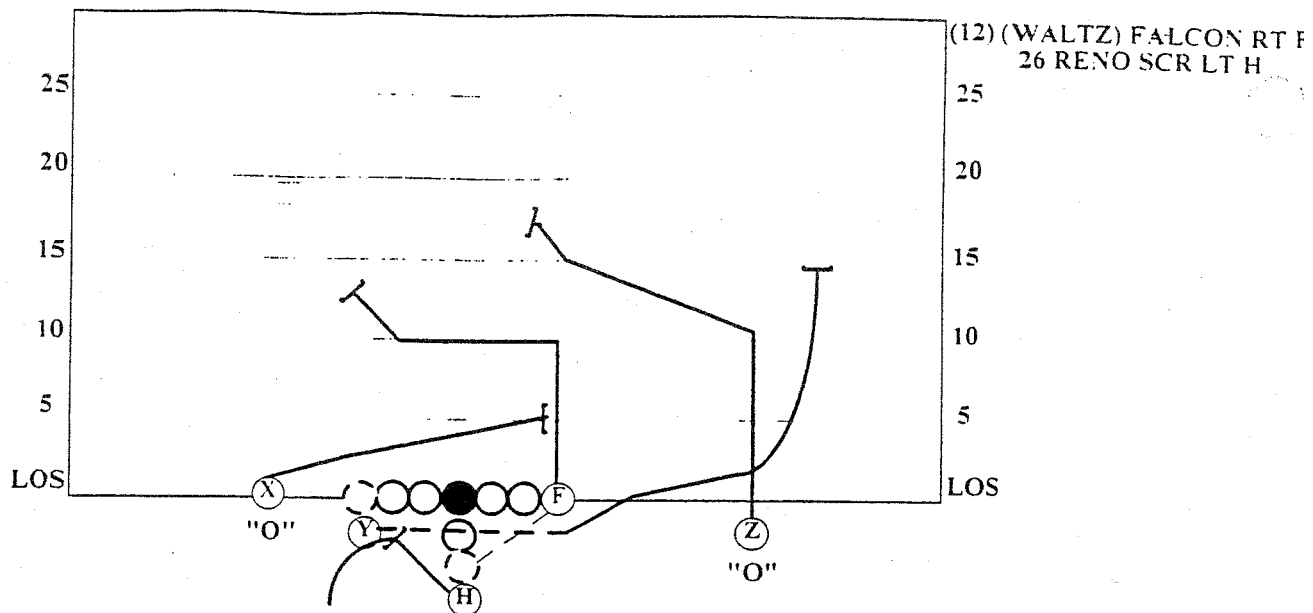
# ACTION



# ACTION

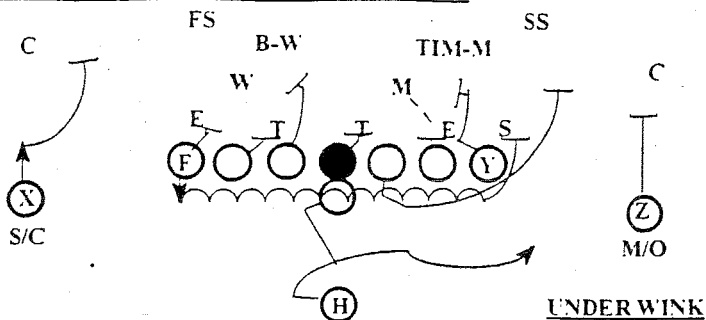


# SCREENS

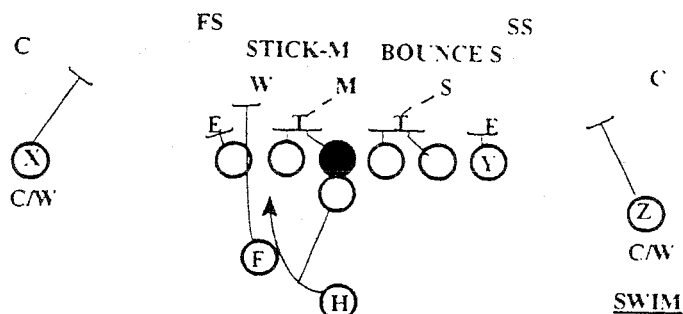


# 38 (39) CTR SWEEP

(12) FALCON RT - "ALERT" 38 CTR SWEEP

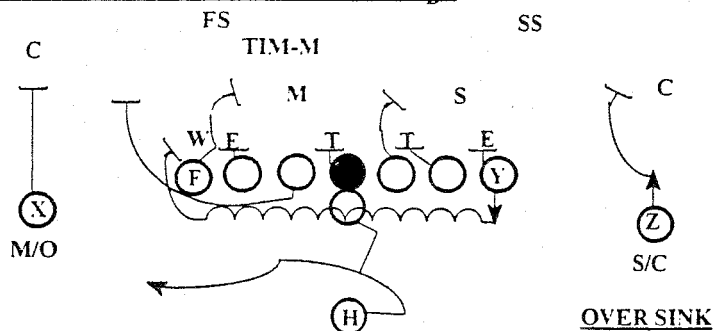


(21/12) WK RT FM - CWM 38 CTR SWEEP / 35 BOB "GREEN 35"

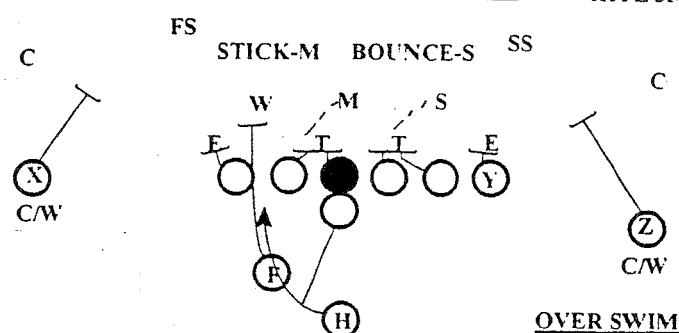


(12) FALCON RT "ALERT" 38 CTR SWEEP

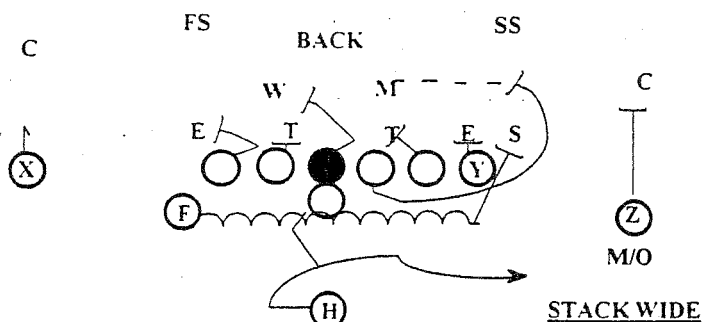
"OPPOSITE"



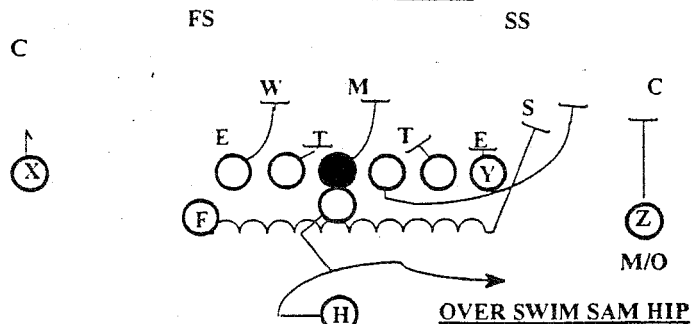
(21/12) WK RT FM - CWM 38 CTR SWEEP / 35 BOB "WHITE 35"



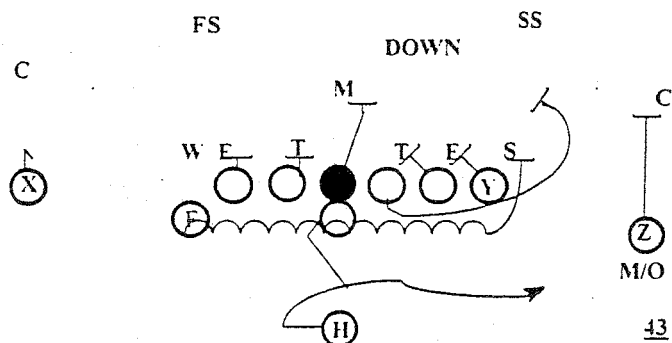
(21/12) FOX RT FM - 38 CTR SWEEP X SMOKE



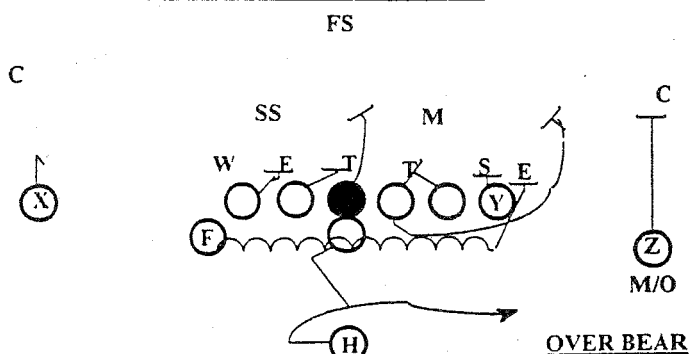
(21/12) FOX RT FM - 38 CTR SWEEP X SMOKE



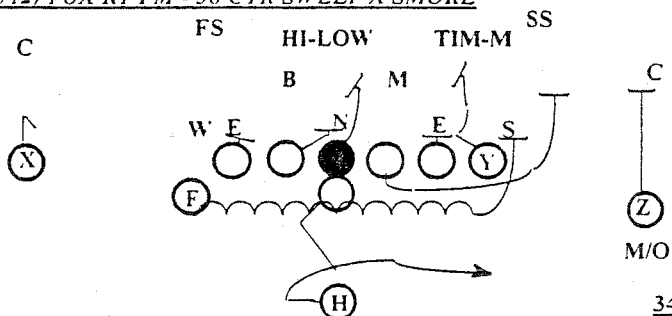
(21/12) FOX RT FM - 38 CTR SWEEP X SMOKE



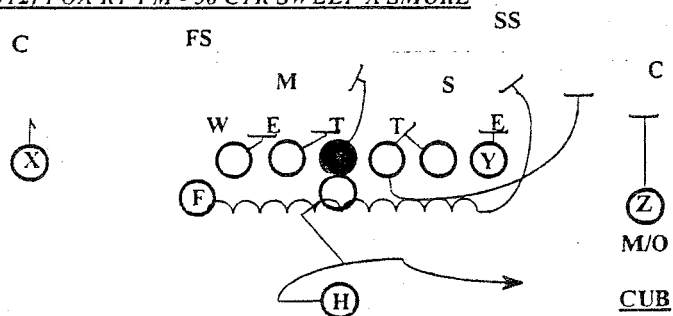
(21/12) FOX RT FM - 38 CTR SWEEP X SMOKE



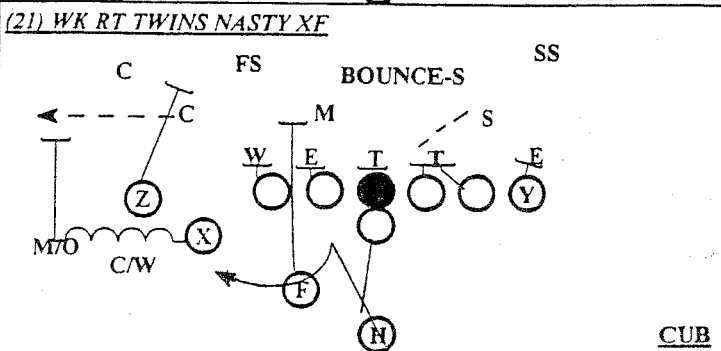
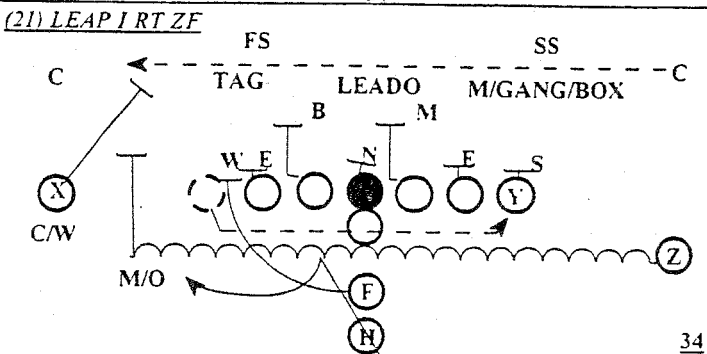
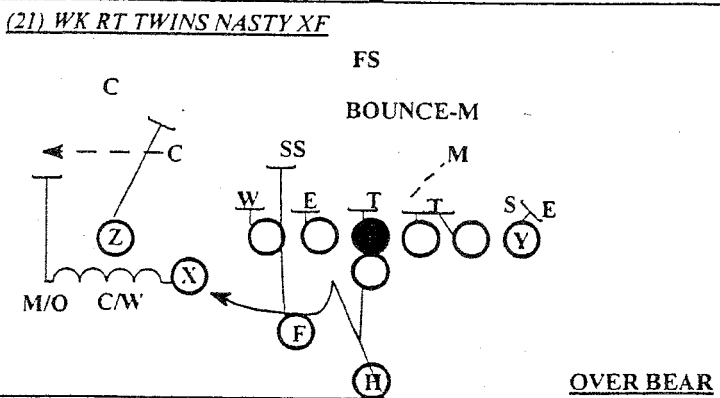
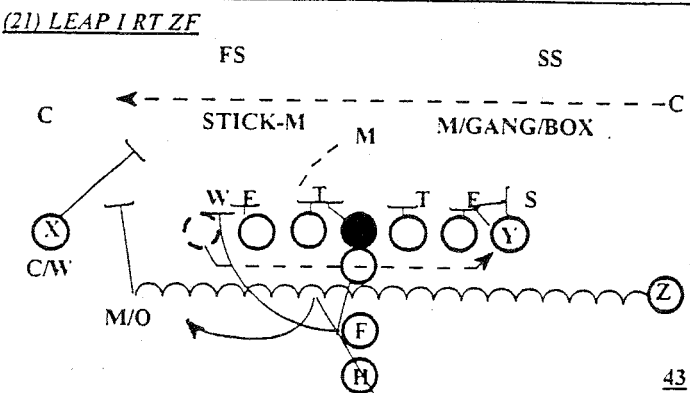
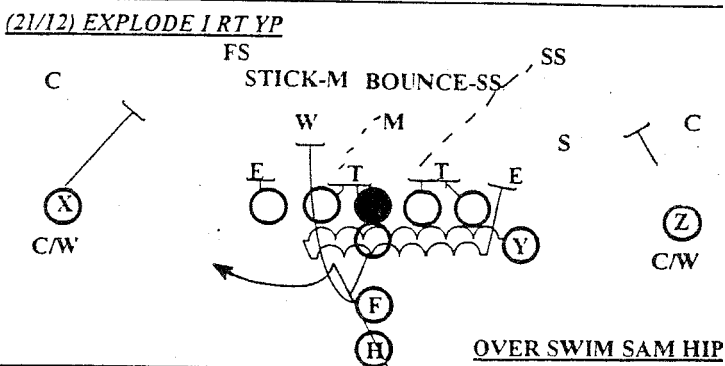
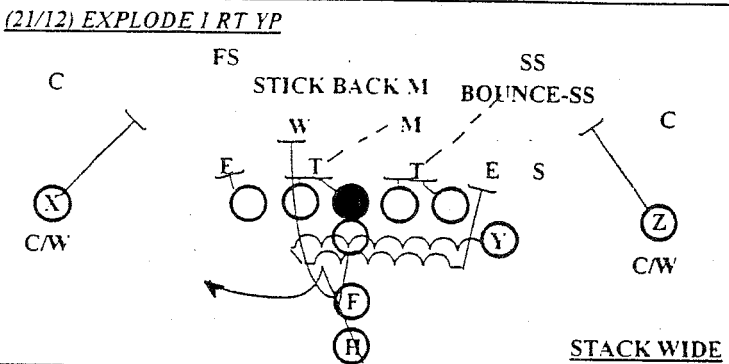
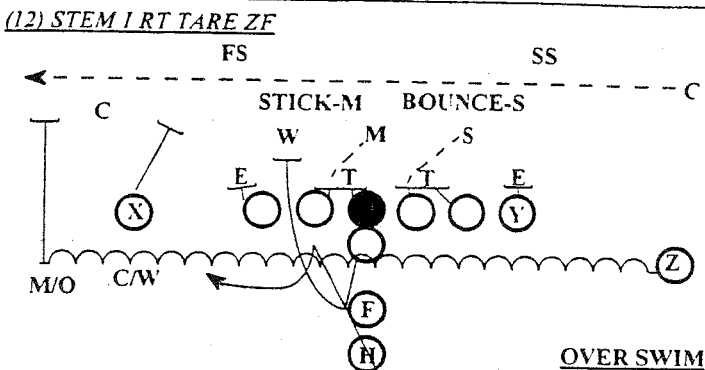
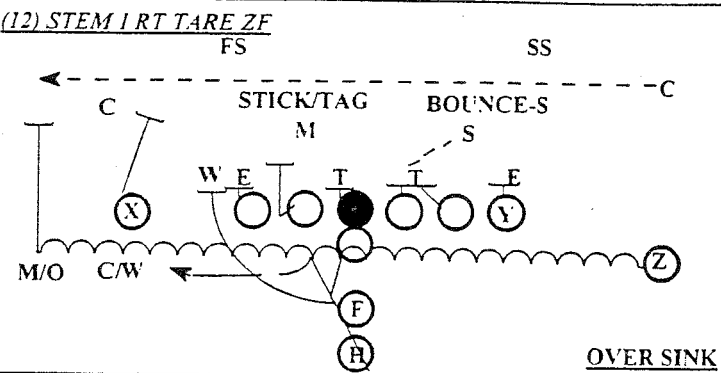
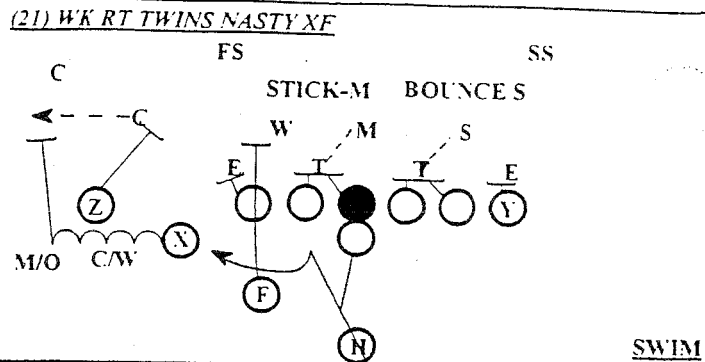
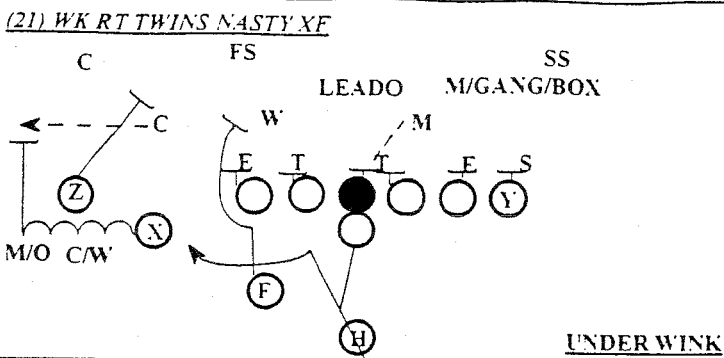
(21/12) FOX RT FM - 38 CTR SWEEP X SMOKE



(21/12) FOX RT FM - 38 CTR SWEEP X SMOKE



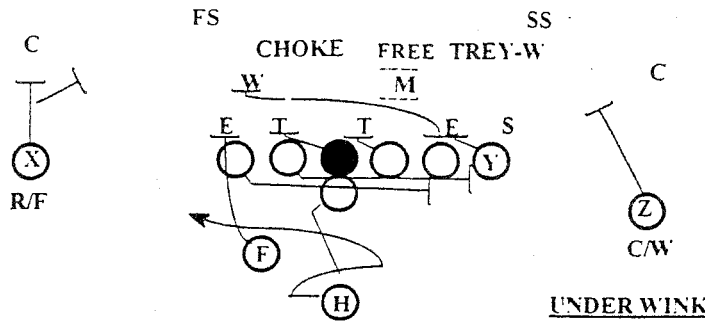
33 (32) BOB BOUNCE



# 36 (37) CTR SCISSORS

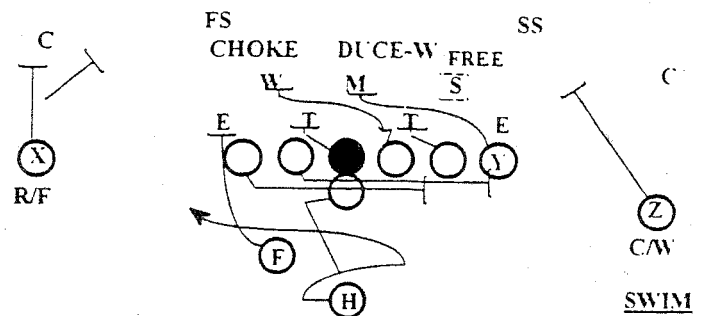
(21/12) WK RT - CWM 36 CTR SCISSORS / 35 BOB

"GREEN 36"



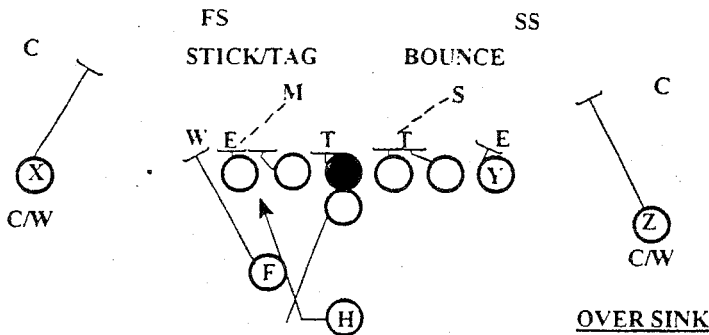
(21/12) WK RT - CWM 36 CTR SCISSORS / 35 BOB

"WHITE 36"



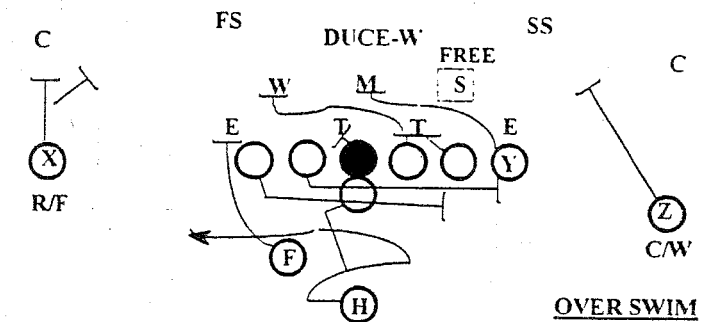
(21/12) WK RT - CWM 36 CTR SCISSORS / 35 BOB

"BLUE 35"



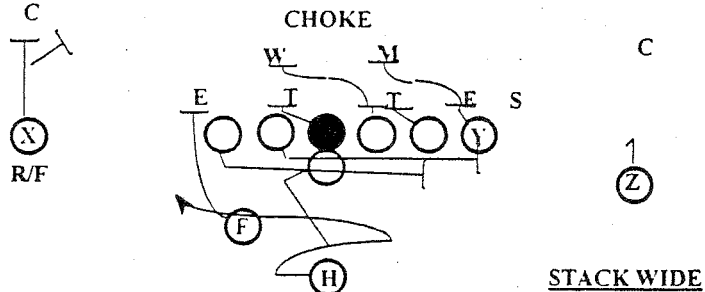
(21/12) WK RT - CWM 36 CTR SCISSORS / 35 BOB

"GREEN 36"



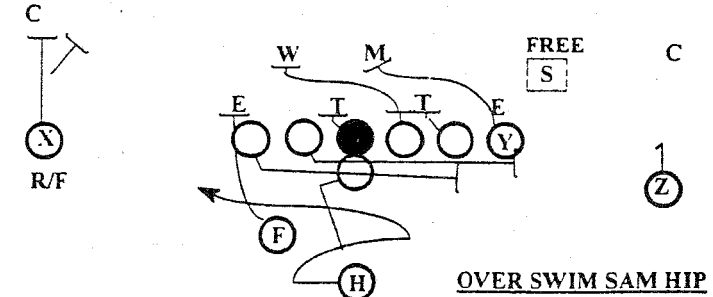
(12) STEM WK RT 36 CTR SCISSORS Z SMOKE

FS SS



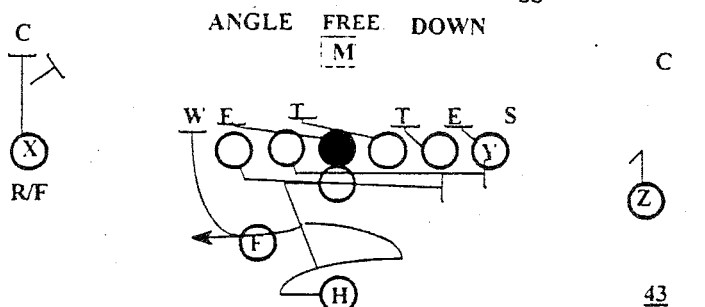
(12) STEM WK RT 36 CTR SCISSORS Z SMOKE

FS SS



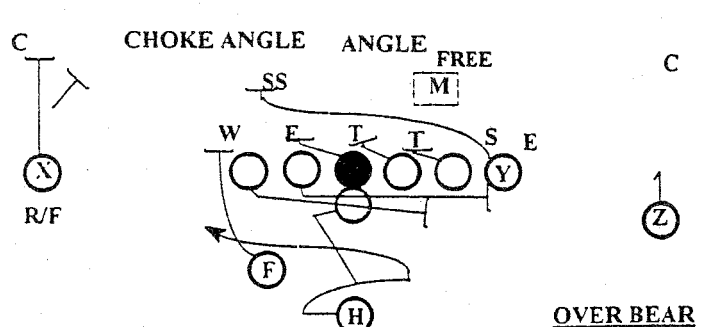
(12) STEM WK RT 36 CTR SCISSORS Z SMOKE

FS SS



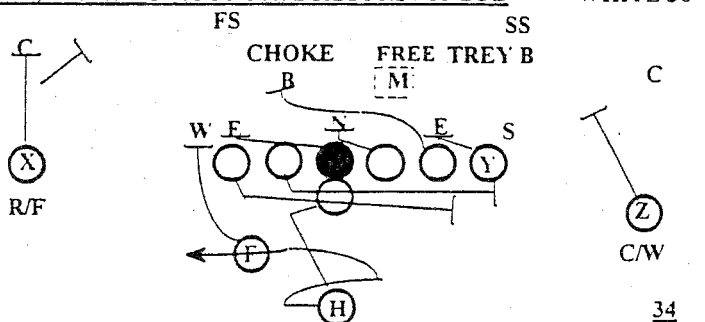
(12) STEM WK RT 36 CTR SCISSORS Z SMOKE

FS



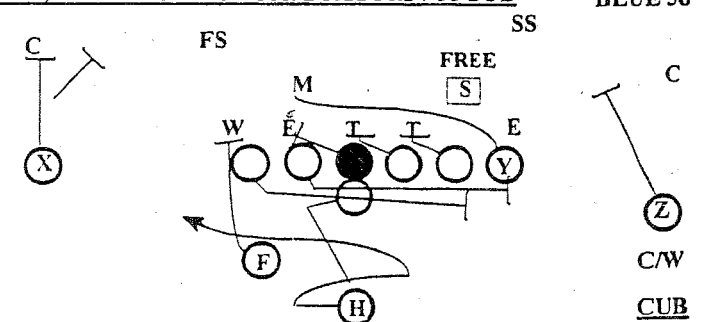
(21/12) WK RT - CWM 36 CTR SCISSORS / 35 BOB

"WHITE 36"



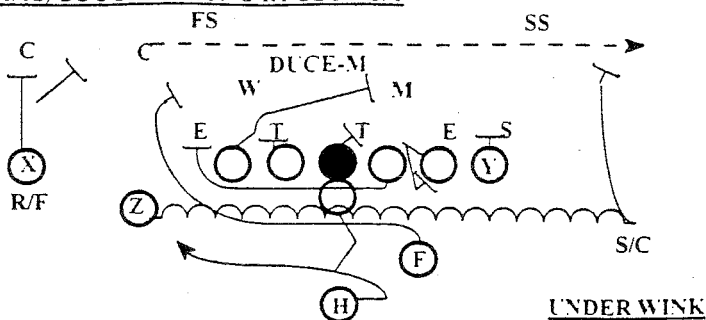
(21/12) WK RT - CWM 36 CTR SCISSORS / 35 BOB

"BLUE 36"

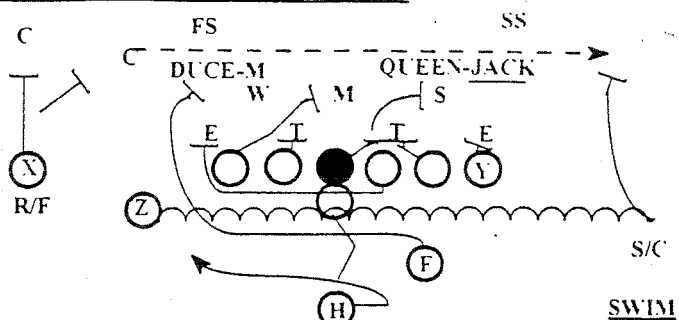


# 39 (38) STUDDER "F"

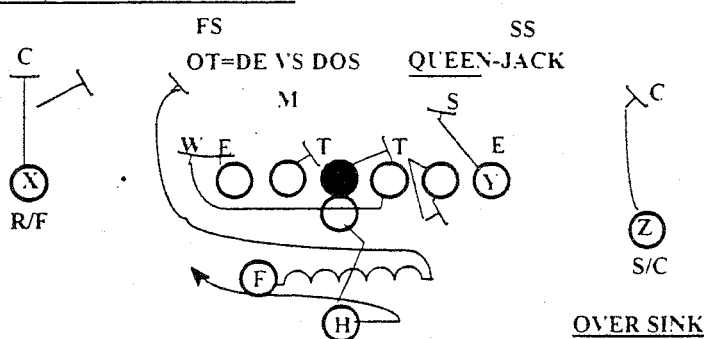
(21/12) BOOGIE STRONG RT SLOT ZM



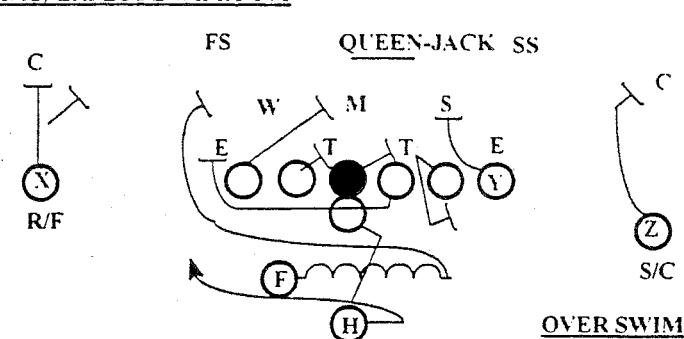
(21/12) BOOGIE STRONG RT SLOT ZM



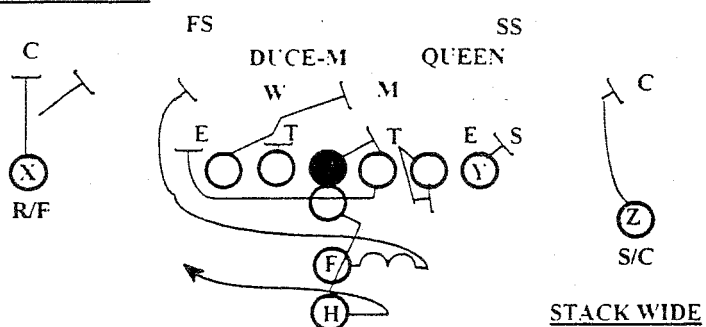
(21/12) EXPLODE WK RT FM



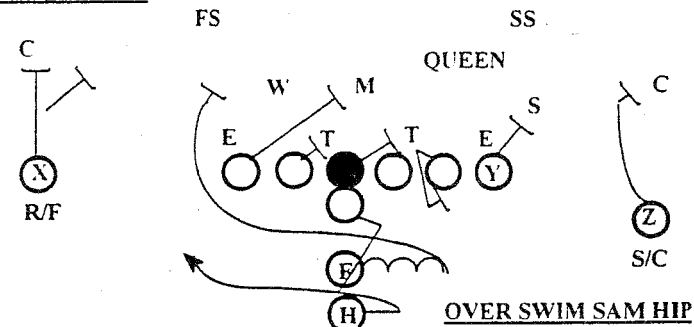
(21/12) EXPLODE WK RT FM



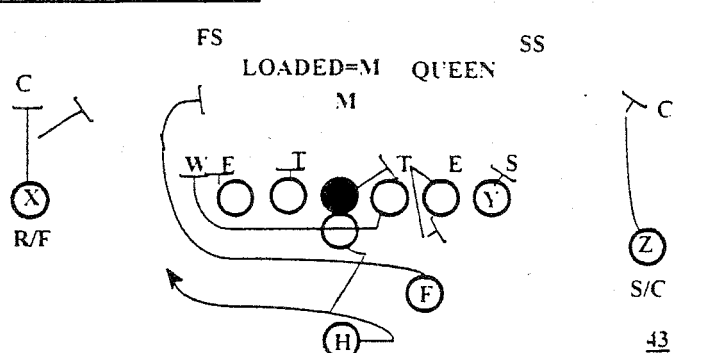
(21/12) I RT FM



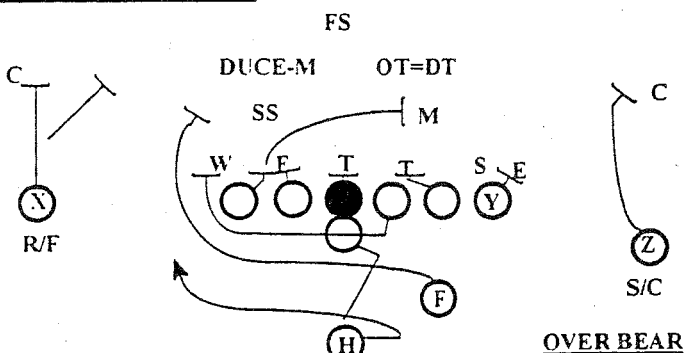
(21/12) I RT FM



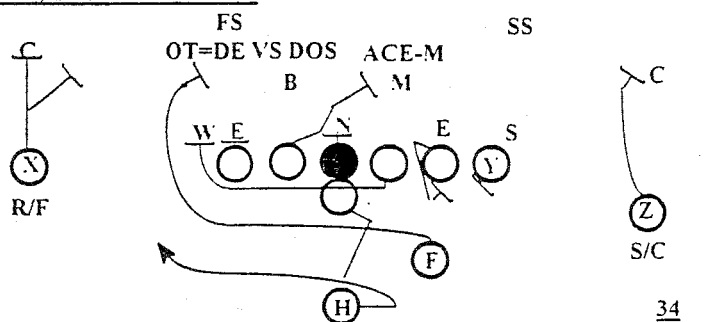
(21/12) STEM STRONG RT



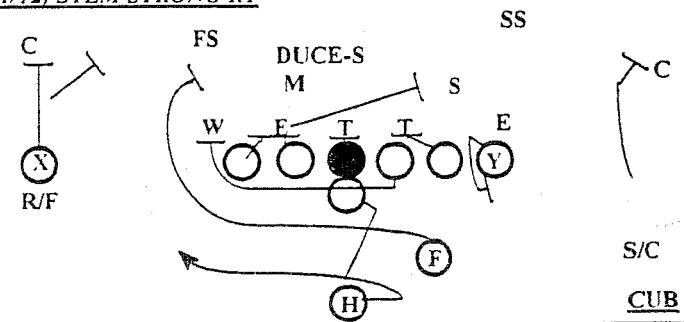
(21/12) STEM STRONG RT



(21/12) STEM STRONG RT



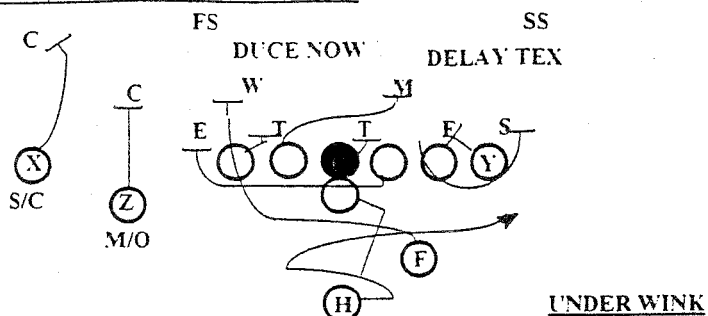
(21/12) STEM STRONG RT



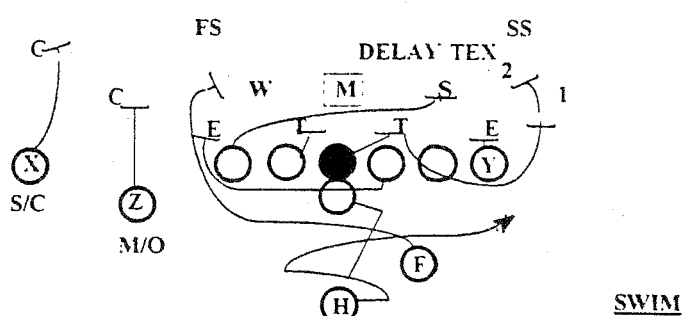


# 39 (38) STUDDER "F" SCISSORS

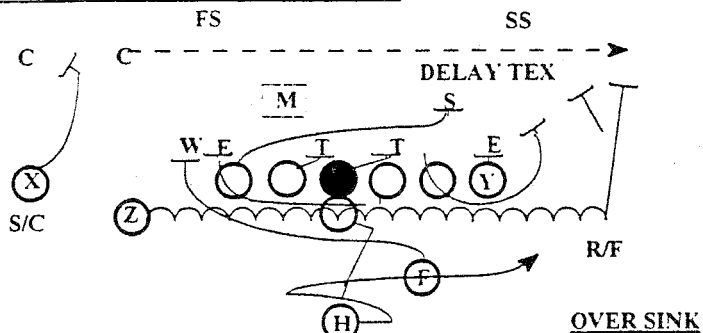
(21/12) BOOGIE STRONG RT SLOT



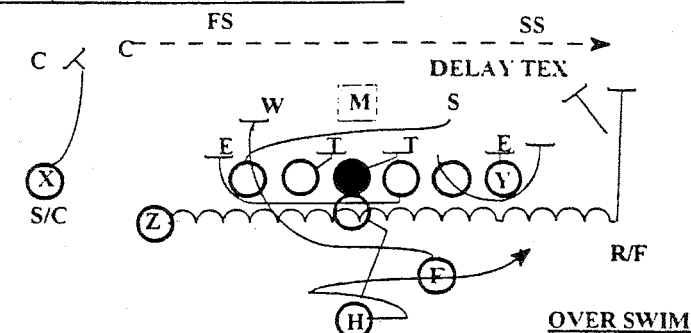
(21/12) BOOGIE STRONG RT SLOT



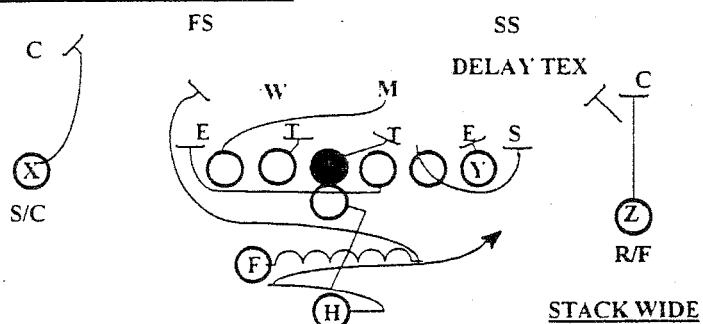
(21/12) BOOGIE STRONG RT SLOT ZM



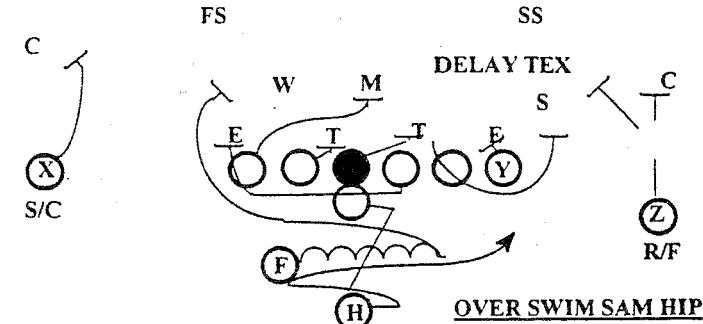
(21/12) BOOGIE STRONG RT SLOT ZM



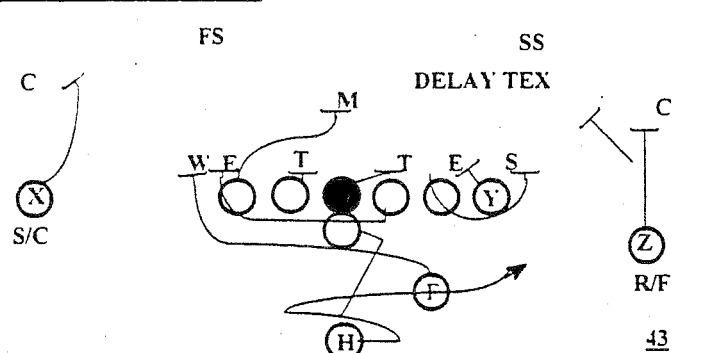
(21/12) EXPLODE WK RT FM



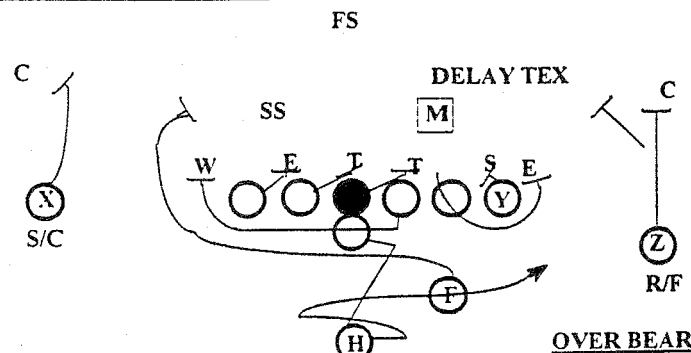
(21/12) EXPLODE WK RT FM



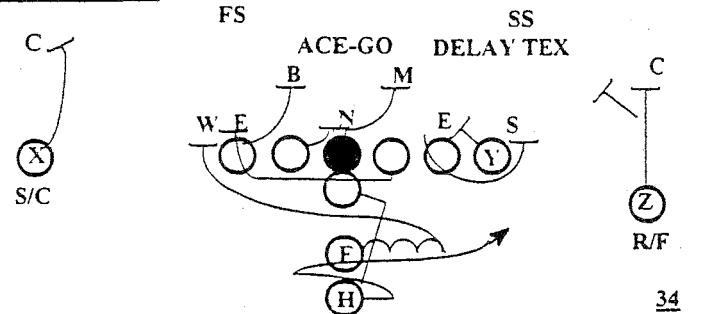
(21/12) STEM STRONG RT



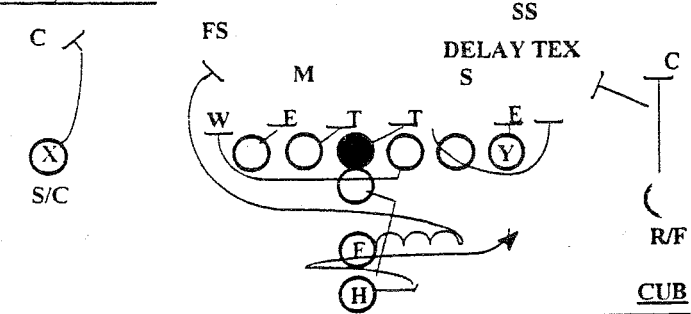
(21/12) STEM STRONG RT



(21/12) 1 RT FM



(21/12) 1 RT FM





## DAY #11 TUES. AUG 15<sup>TH</sup> 2000

### BASE RUN:

62 TRAP HB AWAY

FAKE 62 TRAP PITCH LT

"ALERT" 32 TRAP

16(17) POST SINGLE SCISSORS

33(32) BOB SCISSORS

"ALERT" 33 BOB 'O' SCISSORS

38(39) GRACE LOAD

"CWM" 38 GRACE LOAD - 35 BOB

"ALERT" 38 FRONT GRACE

(21) STEM WK RT. EXP WK RT. SCAT WK RT ZM

(21) STEM WK RT. EXP WK RT. SCAT WK RT ZM

(12) FAL RT. FAL RT EXTRA ZF, FAL RT SL ZM

(11) STEM FIN, FLK YOP, FLK YD

(21) EXP WK. SCAT FLD SL FF

(12) FAL RT

(22Z) I CL, STEM I CL, JOG I CL, SCAT I CL

(22Z) I CL

(22) I

## DAY #11 TUES. AUG 15<sup>TH</sup> 2000

### BASE PASS:

324(325) DBL FADE  
SWAY PASS RT(LT)

(21'12) (ZEL'EXP)RED  
(21'12) (EXP) WK TARE ZF.  
(30'20) WK LT YOZ TARE ZF

### PLAY ACTION:

### ACTION:

NAKED 39 SOLID Z DINO(SHK)  
NAKED 39 SOLID X POST

(12) (SCAT) MIX FLD LT TW FF  
(21) (F&Z JUMP) FLOAT RT

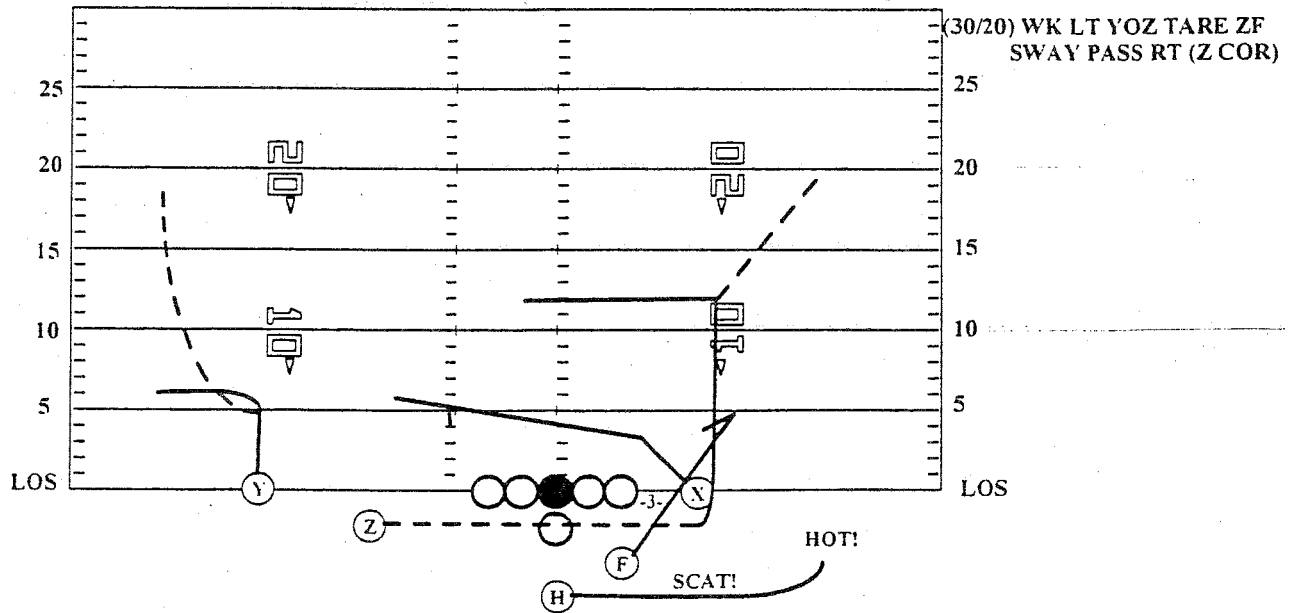
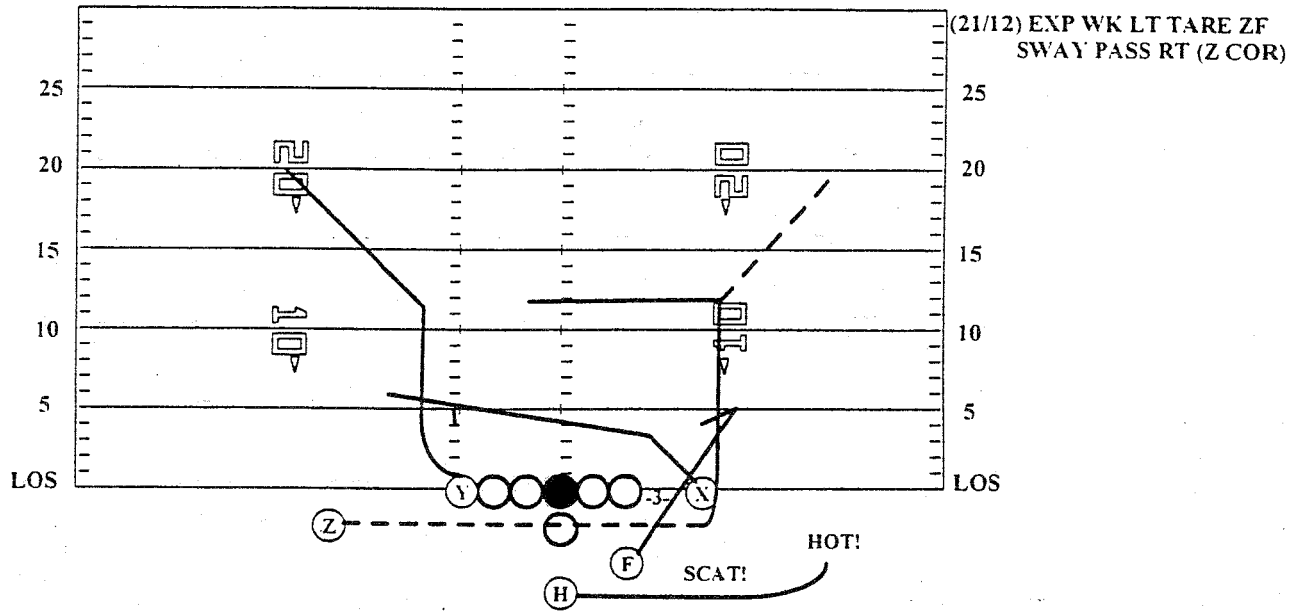
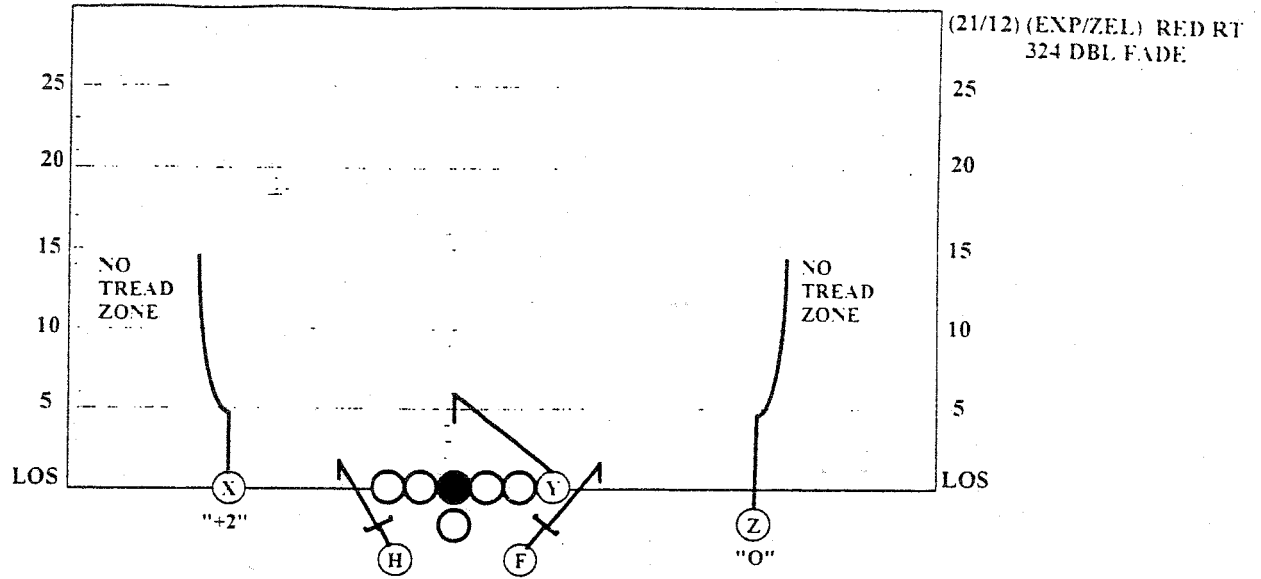
### SCREENS:

FK 36 CTR SCREEN LT F  
FK SAME 36 CTR SCREEN LT H

(21) (LURK) WK RT SWITCH. (12) (STEM) FLD RT FF  
(21) (SCATTER) RD SLOT ZM

### SPECIALS:

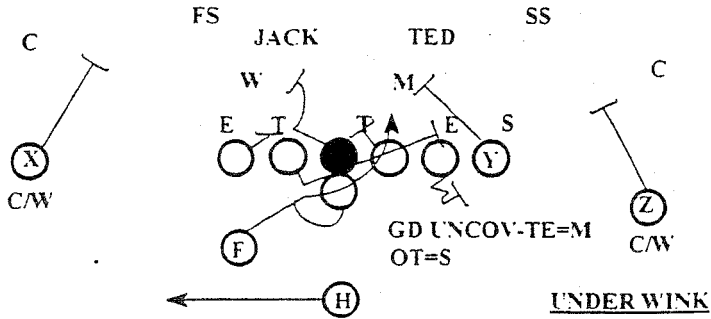
# BASE PASS



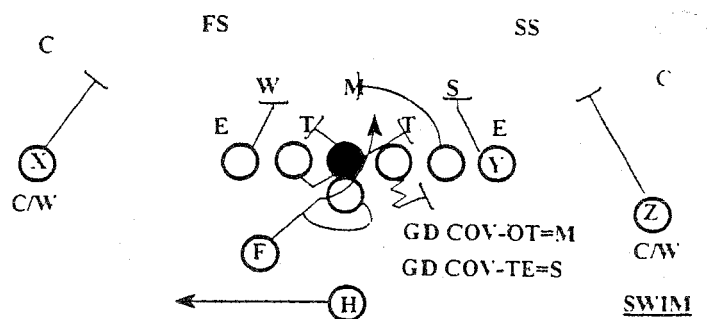


# 62 TRAP HB AWAY

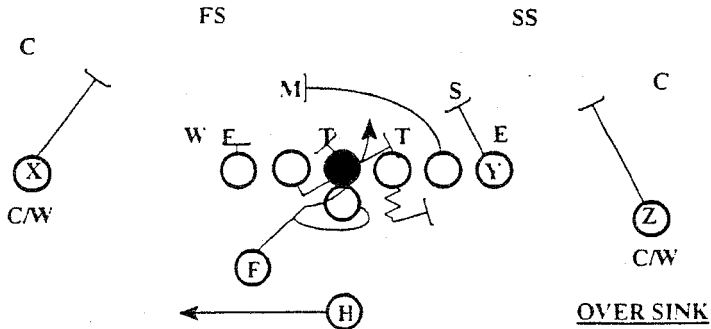
(21) STEM WK RT



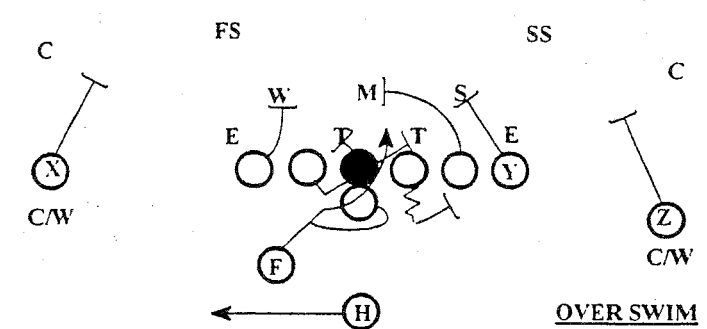
(21) STEM WK RT



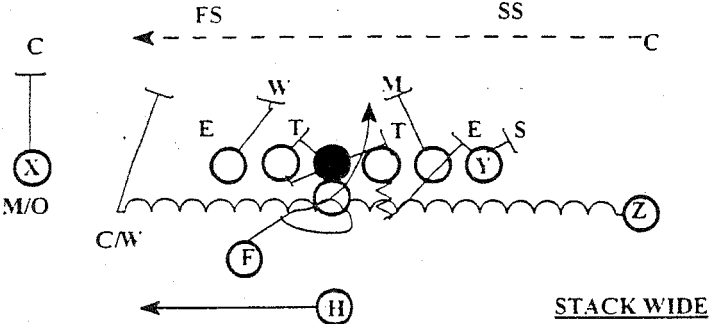
(21) EXPLODE WK RT



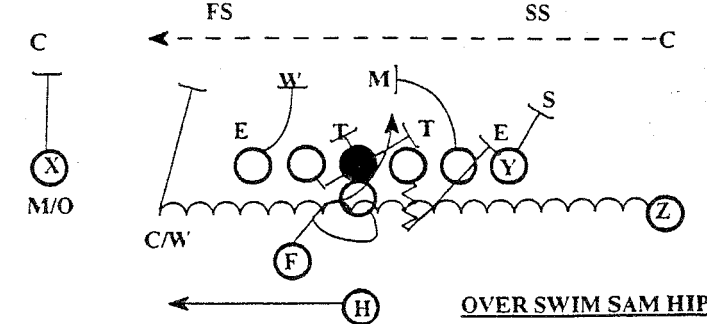
(21) EXPLODE WK RT



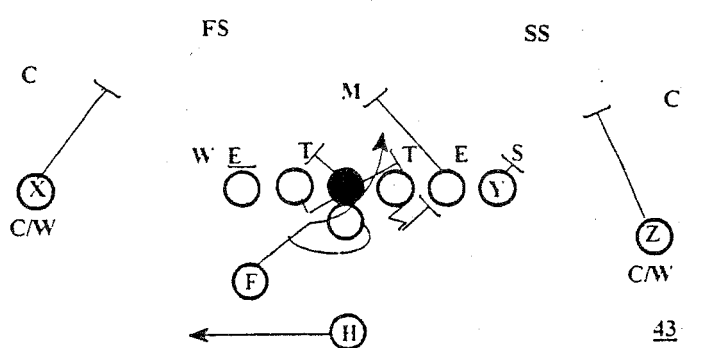
(21) SCATTER WK RT ZM



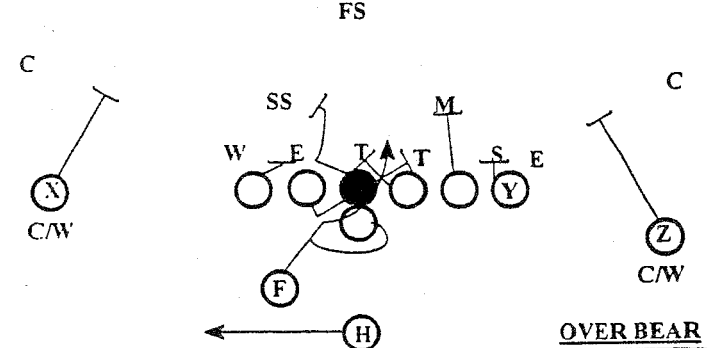
(21) SCATTER WK RT ZM



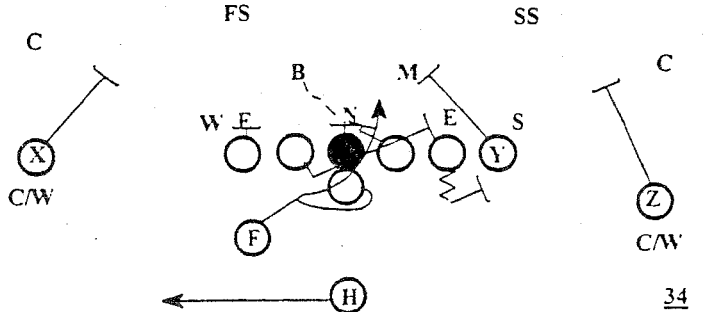
(21) EXPLODE WK RT



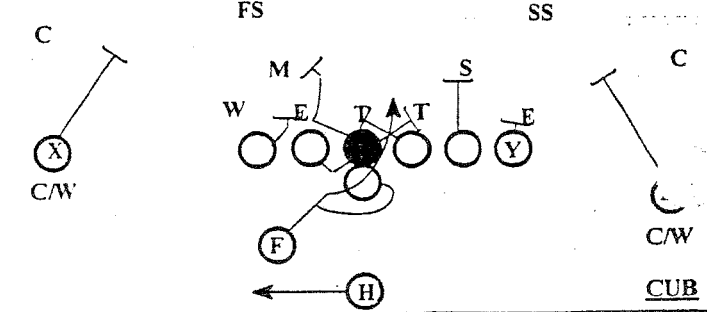
(21) EXPLODE WK RT



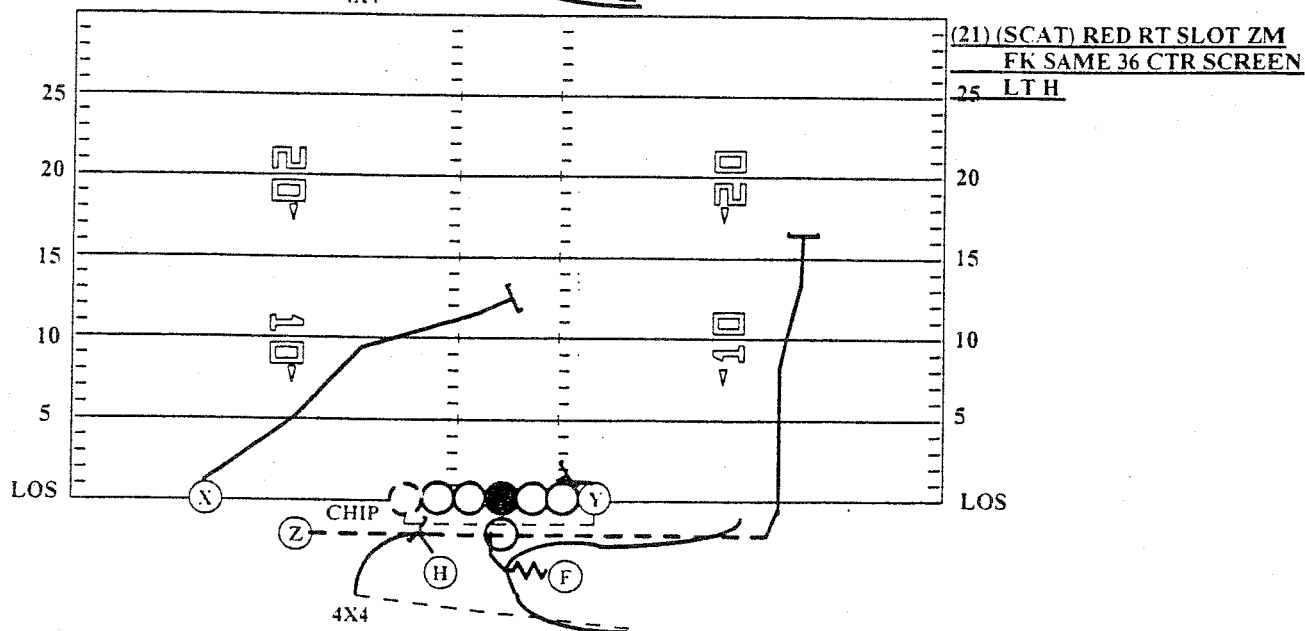
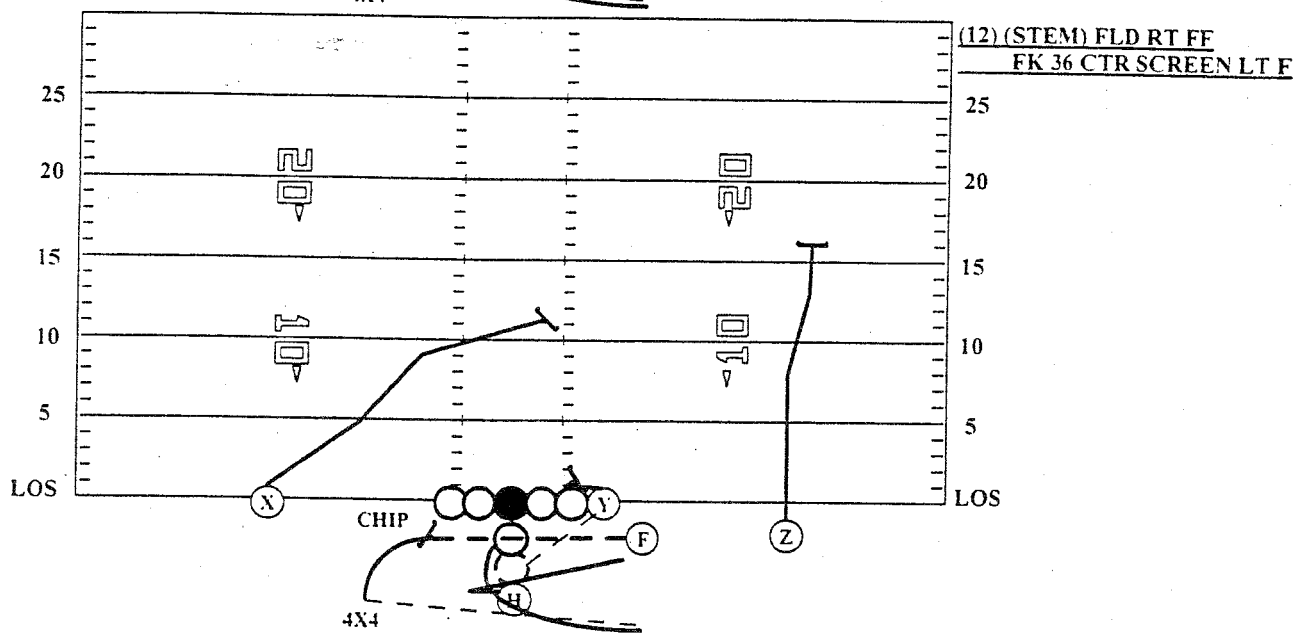
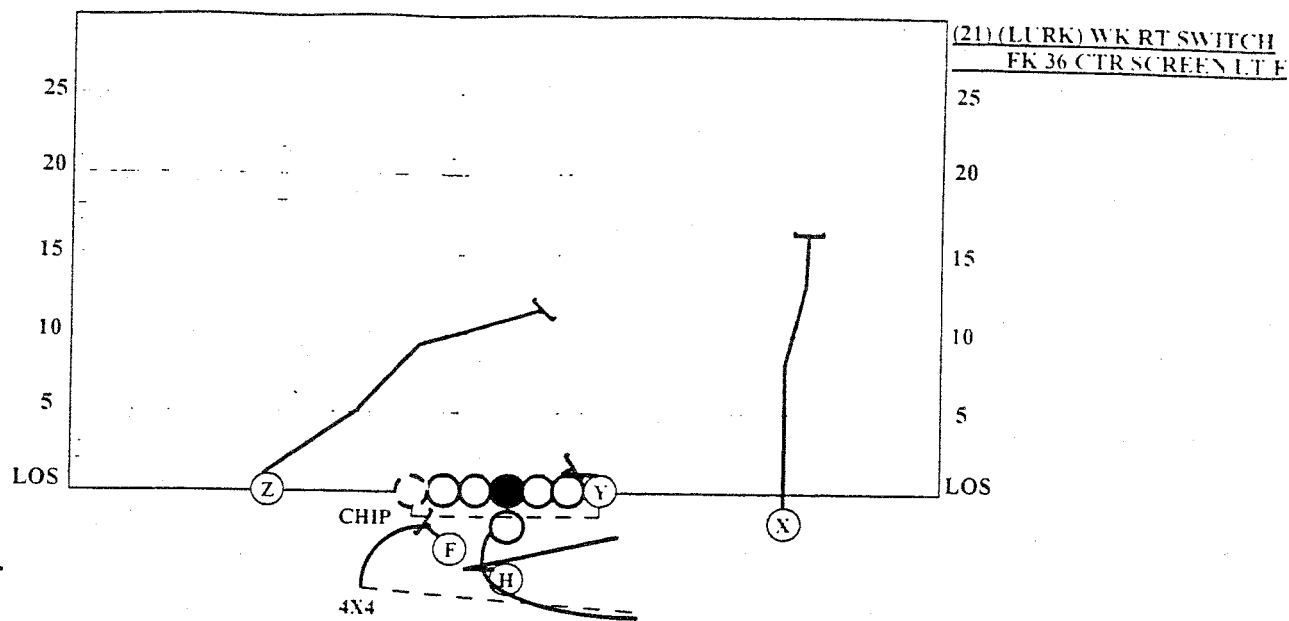
(21) STEM WK RT



(21) STEM WK RT



## SCREENS



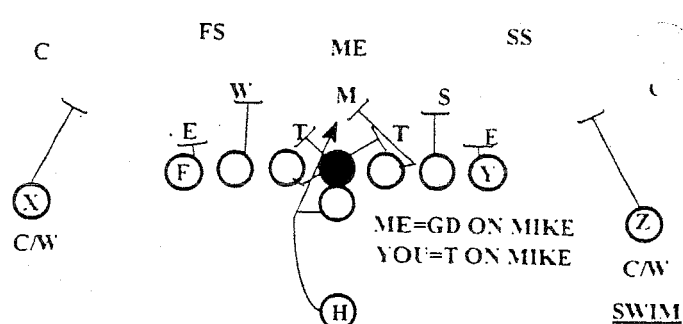
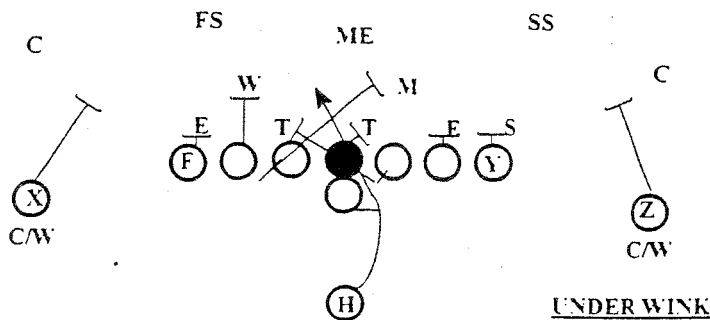


# "ALERT" 32 TRAP

(12) FAL RT

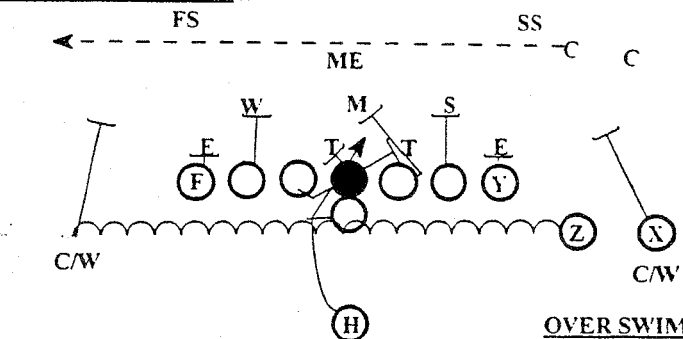
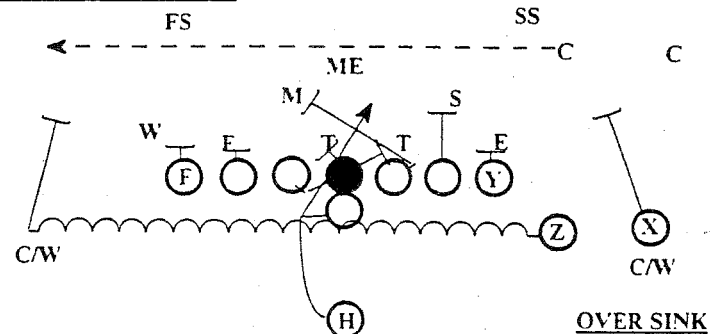
"OPPOSITE"

(12) FAL RT



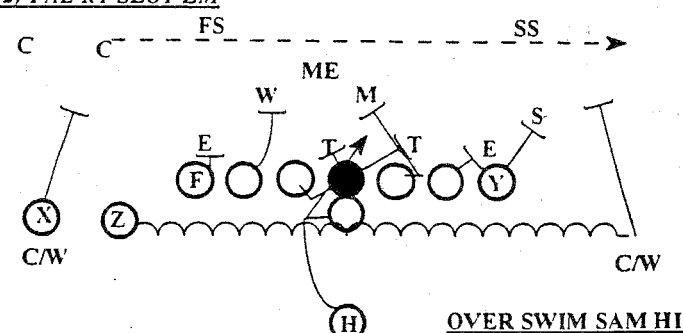
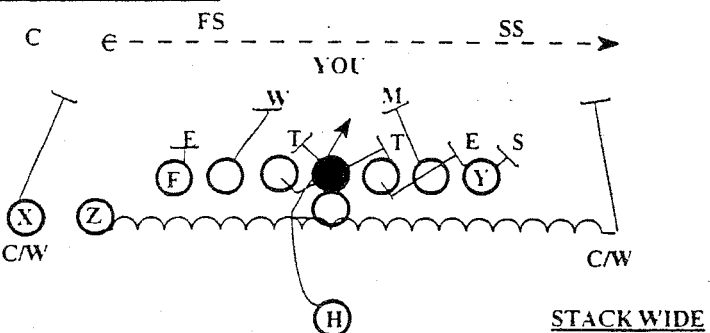
(12) FAL RT EXTRA ZF

(12) FAL RT EXTRA ZF



(12) FAL RT SLOT ZM

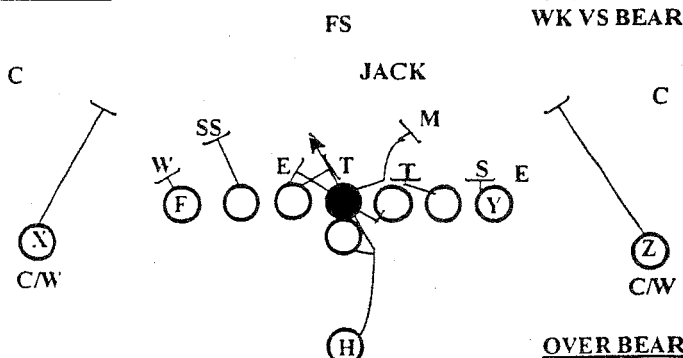
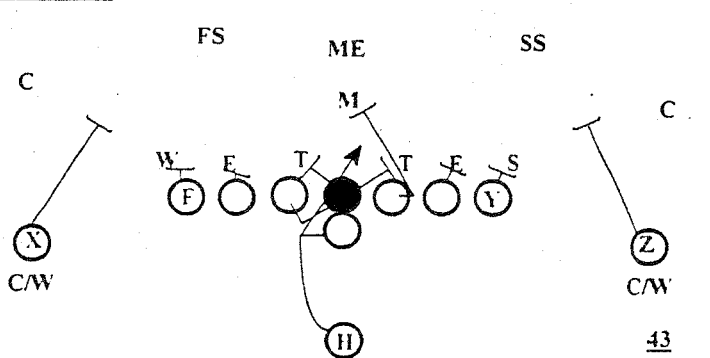
(12) FAL RT SLOT ZM



(12) FAL RT

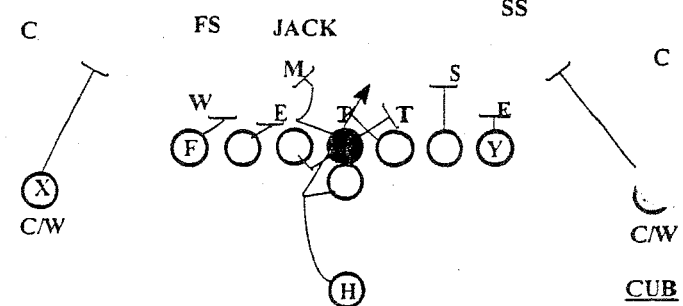
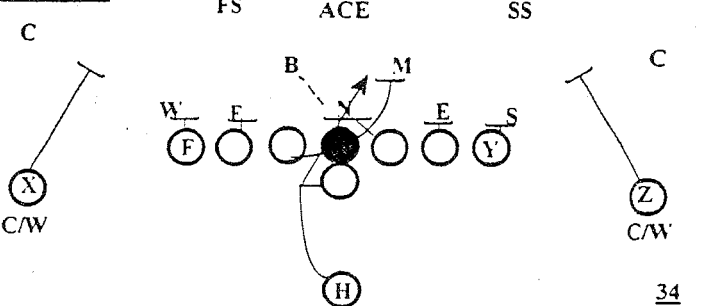
(12) FAL RT

"OPPOSITE"  
WK VS BEAR



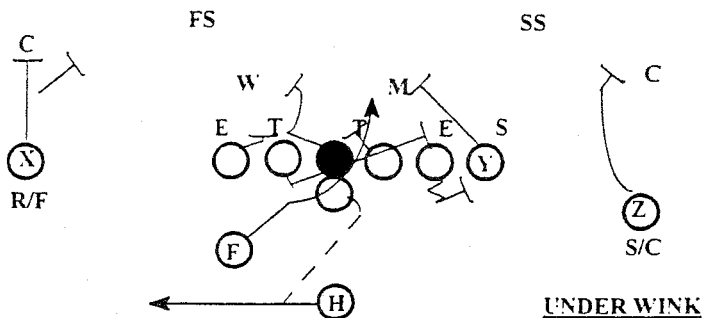
(12) FAL RT

(12) FAL RT

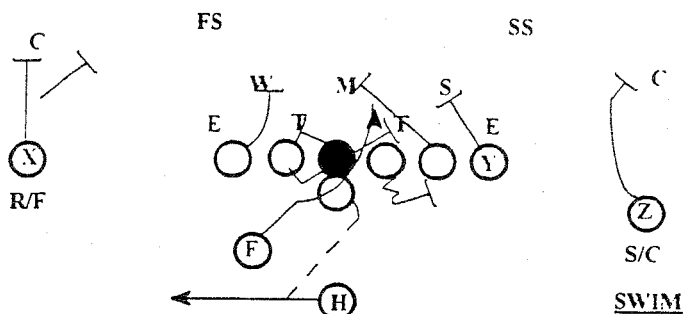


# FAKE 62 TRAP PITCH LT

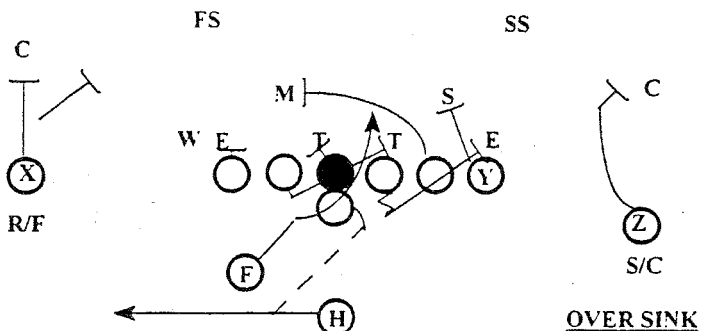
(21) STEM WK RT



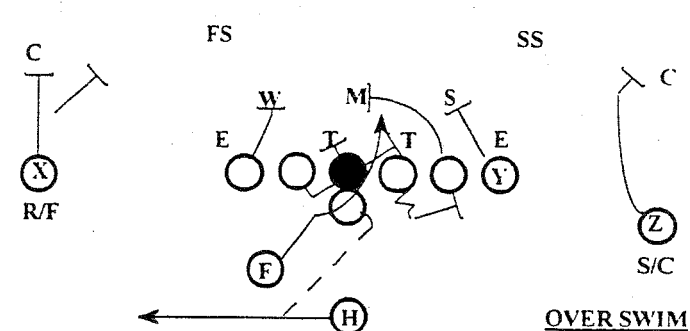
(21) STEM WK RT



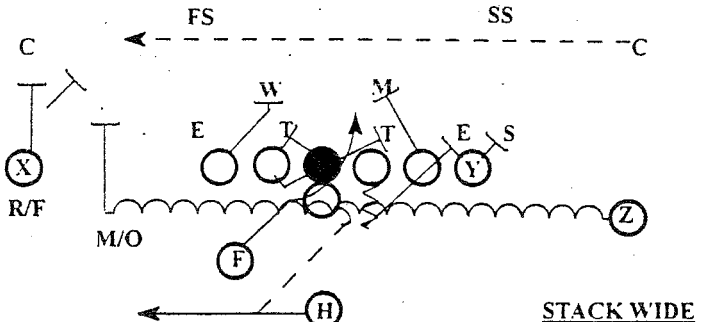
(21) EXPLODE WK RT



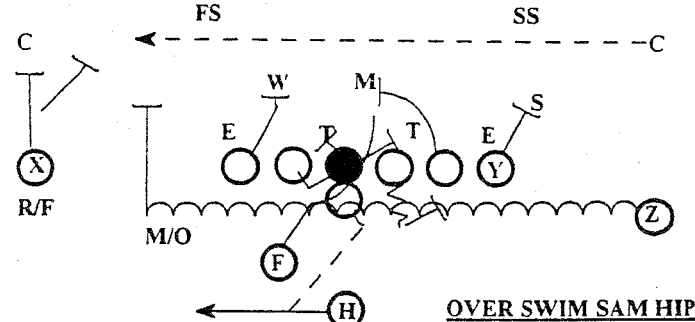
(21) EXPLODE WK RT



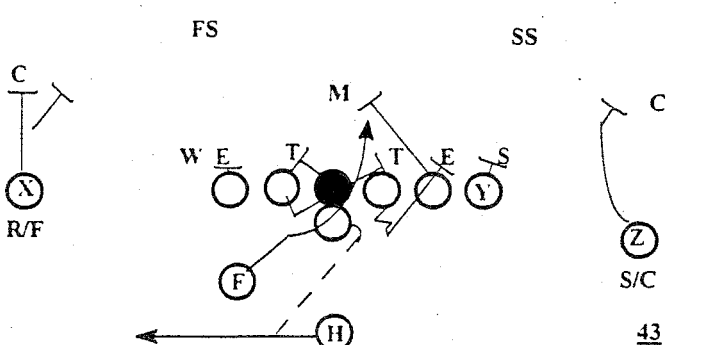
(21) SCATTER WK RT ZM



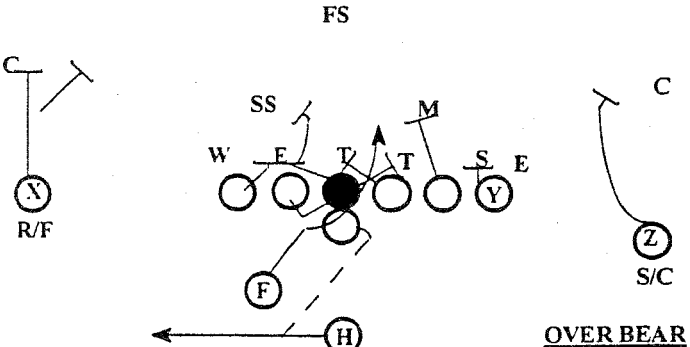
(21) SCATTER WK RT ZM



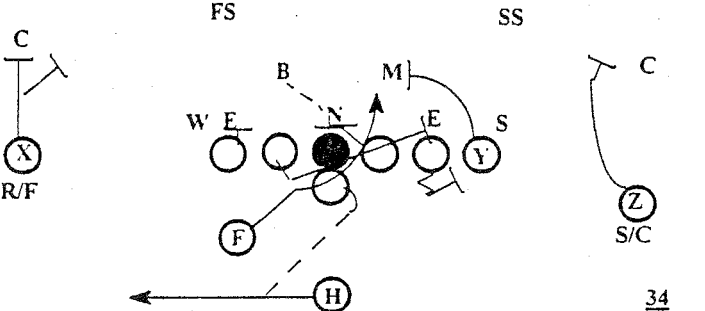
(21) EXPLODE WK RT



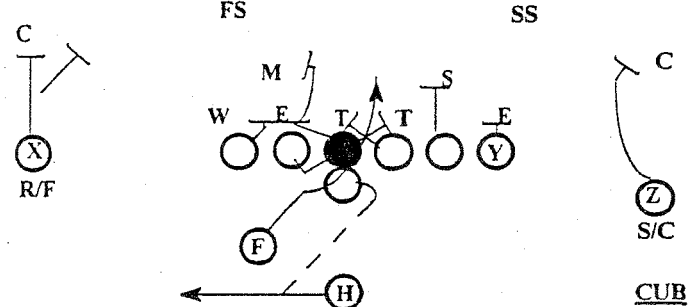
(21) EXPLODE WK RT



(21) STEM WK RT

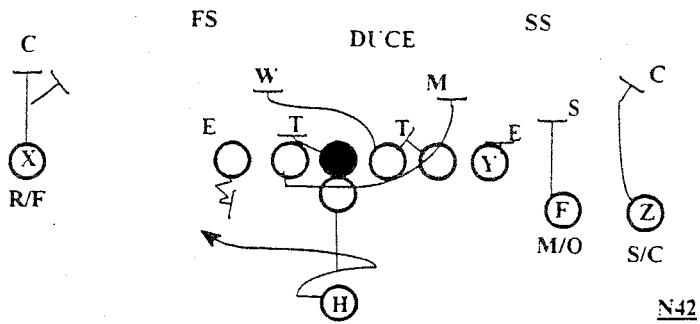


(21) STEM WK RT

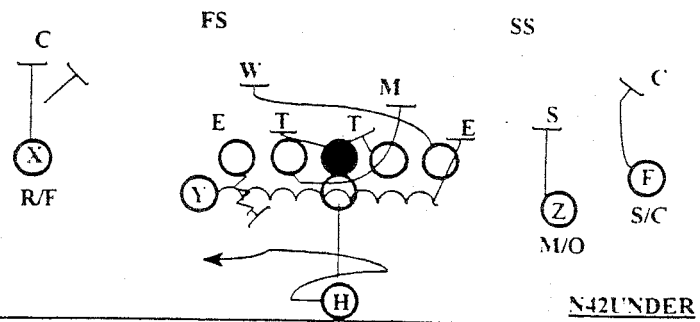


# 16 (17) POST SINGLE SCISSORS

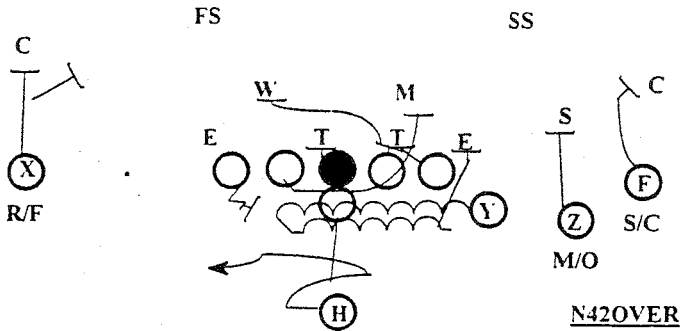
(11) STEM FIN RT



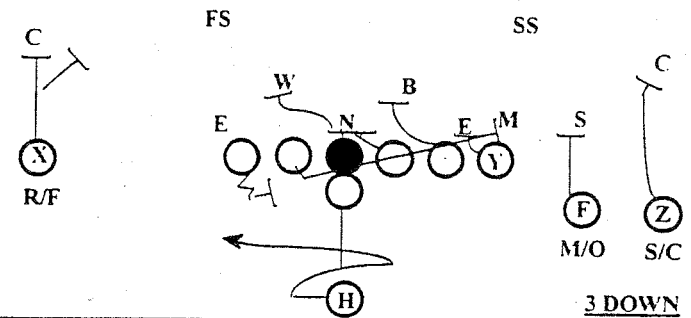
(11) FLANK RT YOP



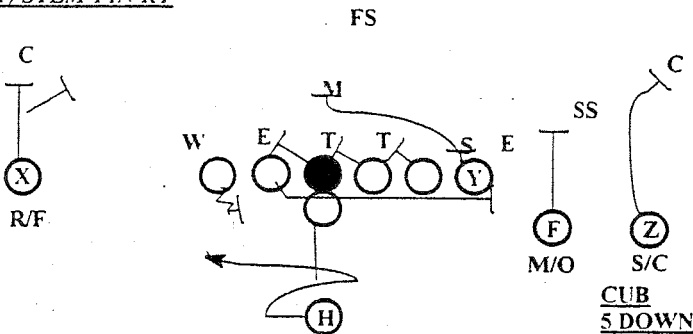
(11) FLANK RT YD



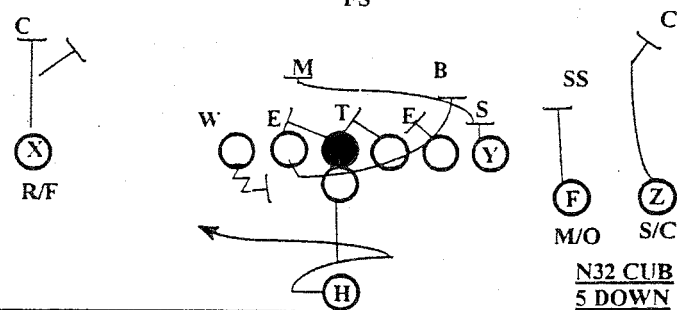
(11) STEM FIN RT



(11) STEM FIN RT

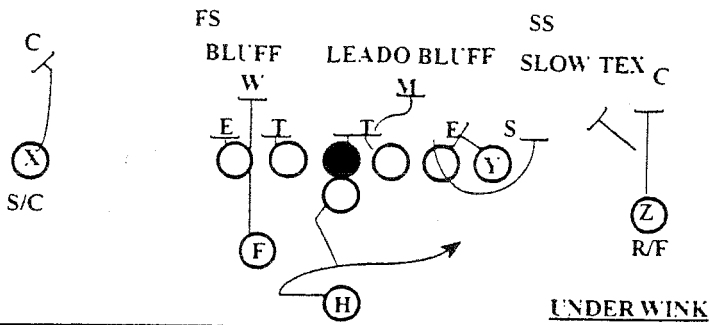


(11) STEM FIN RT

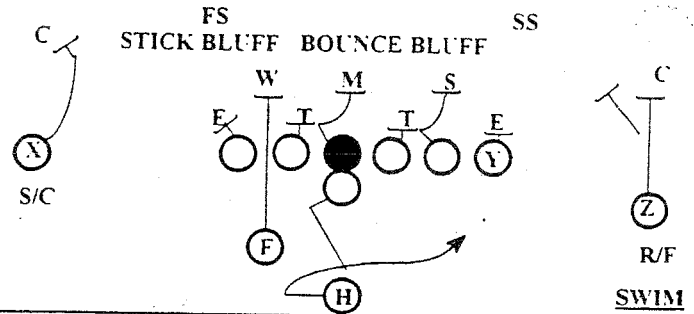


# 33 (32) BOB SCISSORS

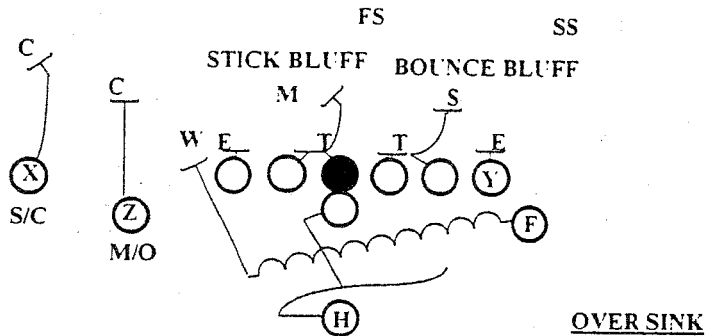
(21) EXPLODE WK RT



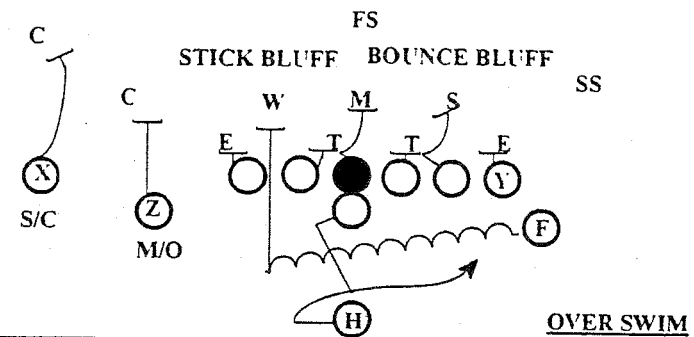
(21) EXPLODE WK RT



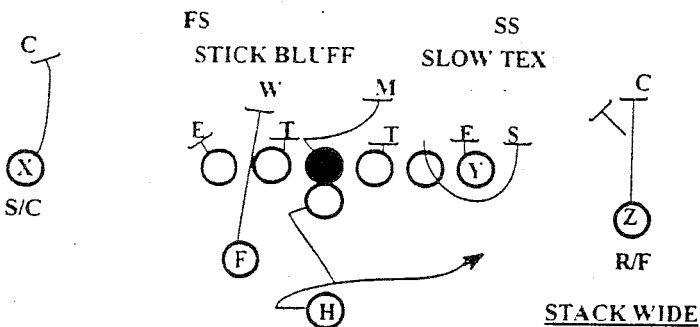
(21) SCATTER FLOOD RT SLOT FF



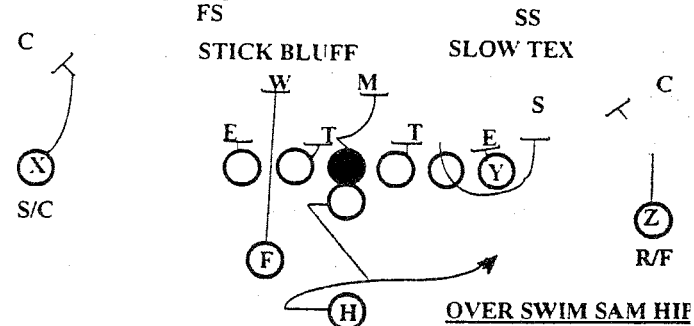
(21) SCATTER FLOOD RT SLOT FF



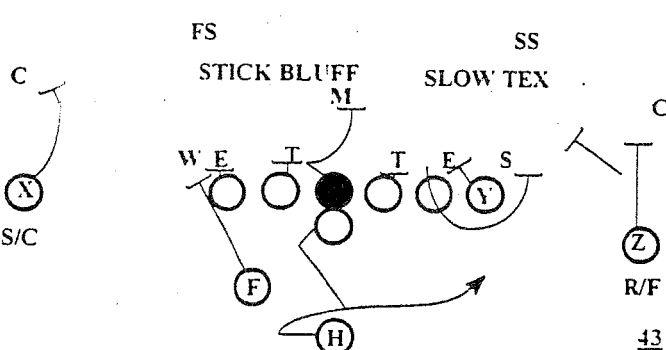
(21) EXPLODE WK RT



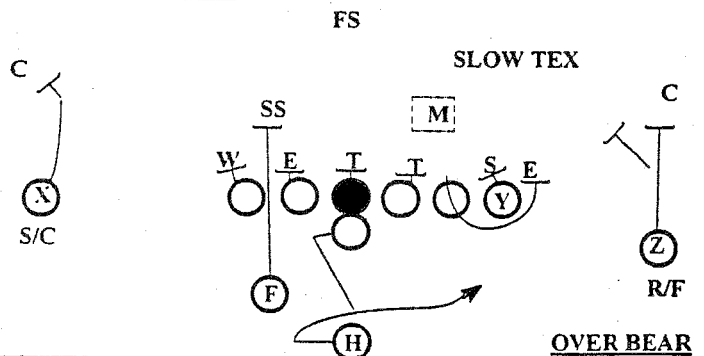
(21) EXPLODE WK RT



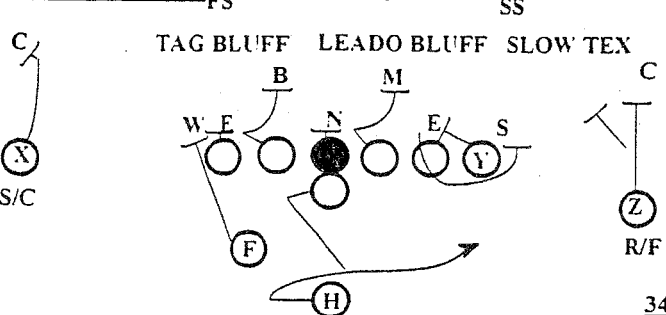
(21) EXPLODE WK RT



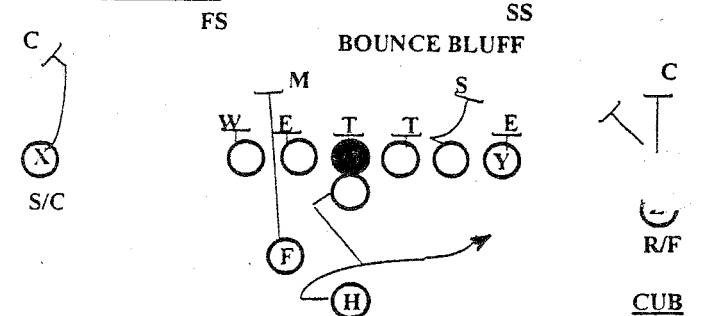
(21) EXPLODE WK RT



(21) EXPLODE WK RT

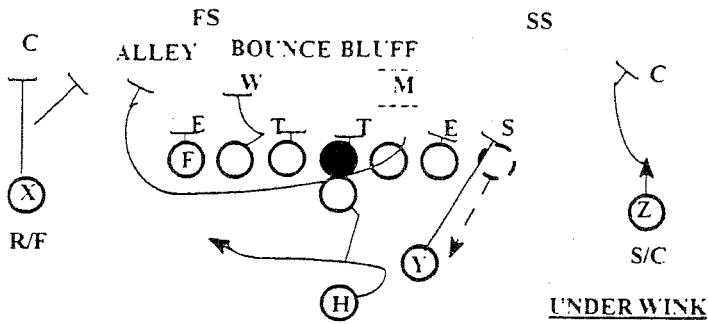


(21) EXPLODE WK RT

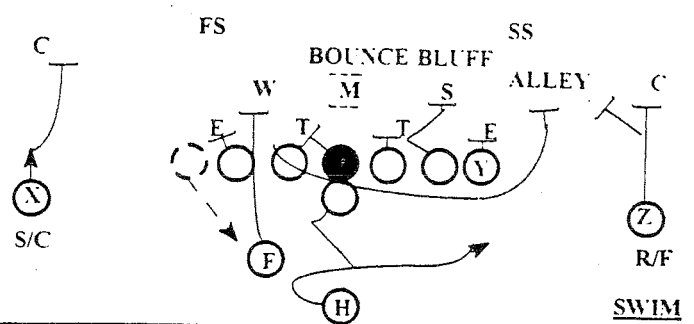


# "ALERT" 33 BOB "O" SCISSORS

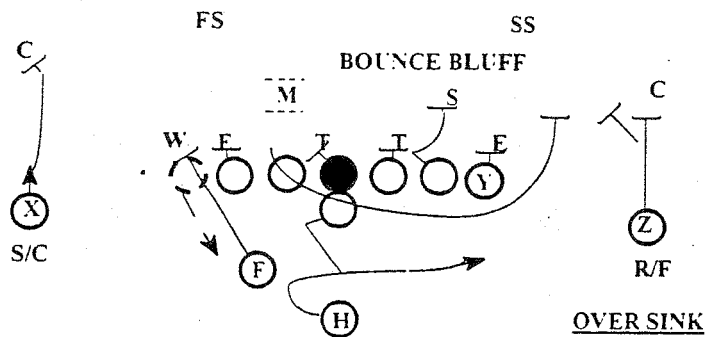
(12) FALCON RT



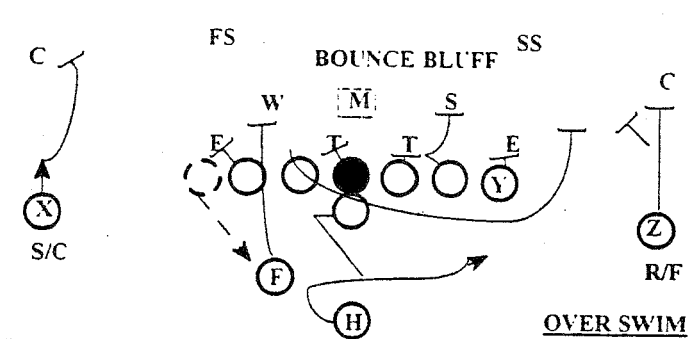
(12) FALCON RT



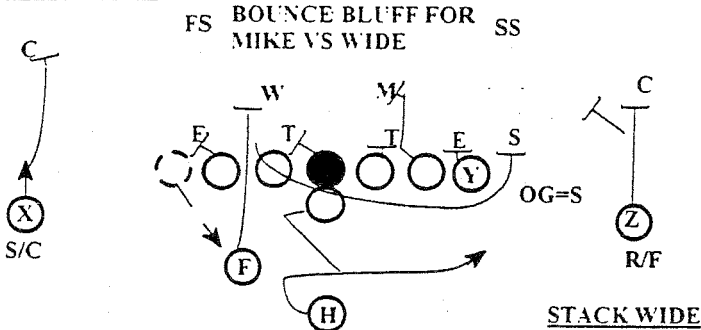
(12) FALCON RT



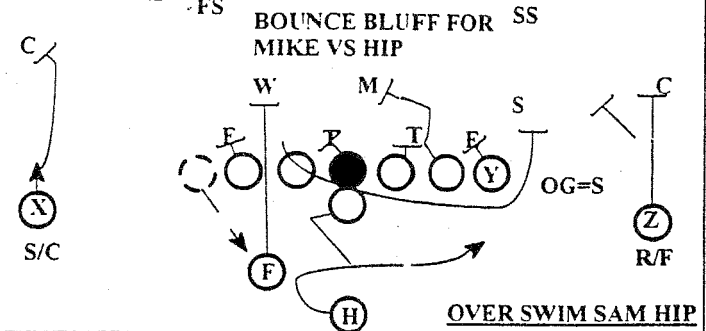
(12) FALCON RT



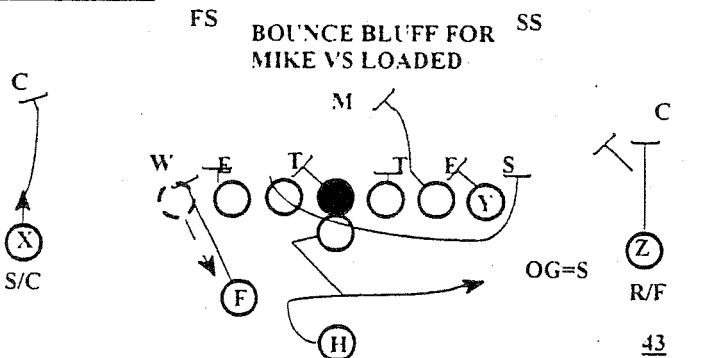
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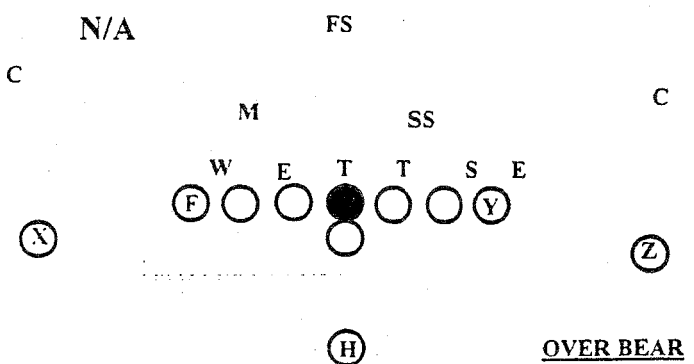
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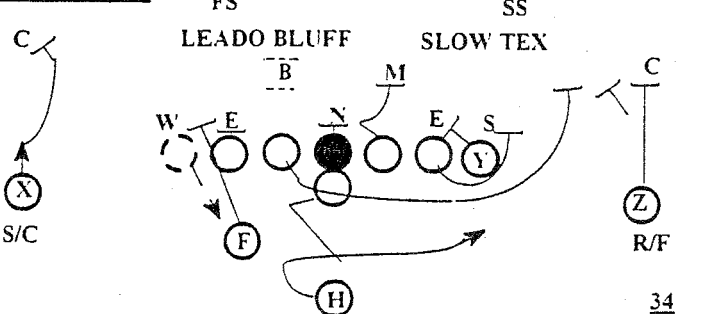
(12) FALCON RT



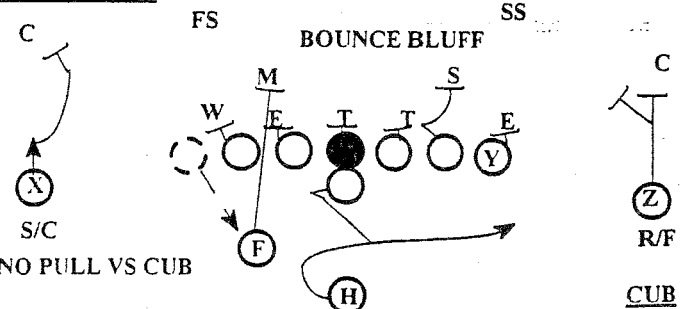
(12) FALCON RT



(12) FALCON RT

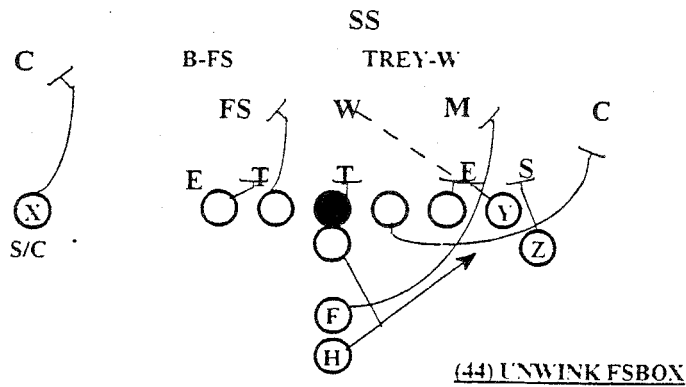


(12) FALCON RT

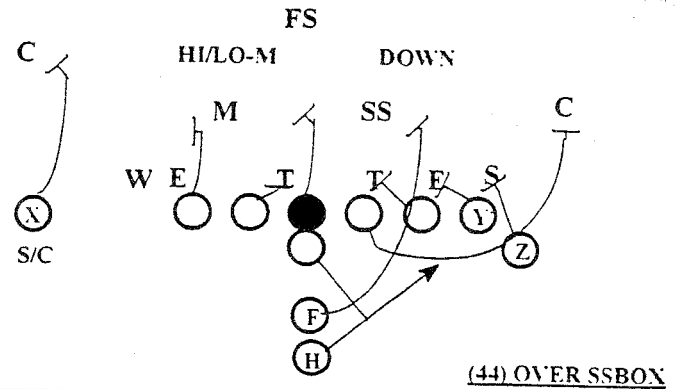


# 38 (39) GRACE LOAD

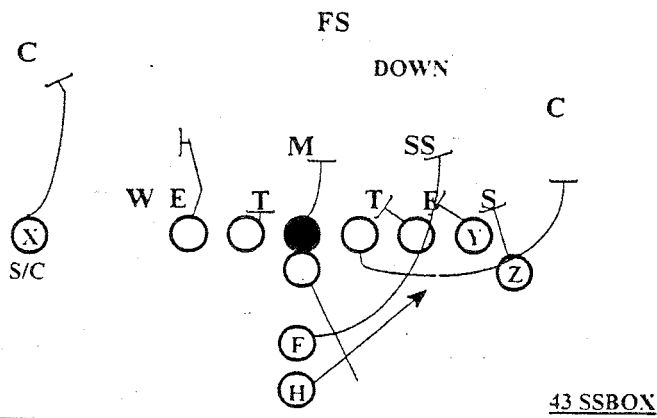
(22Z) I RT CLOSE



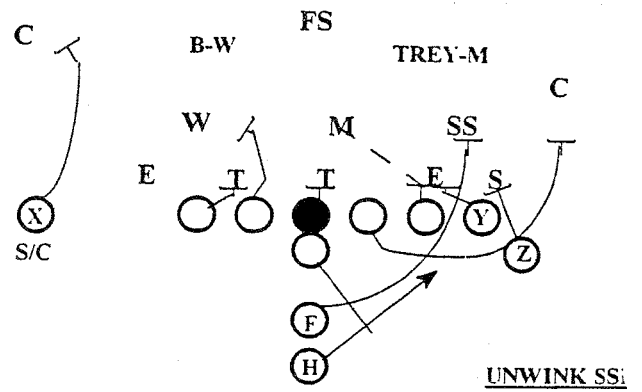
(22Z) I RT CLOSE



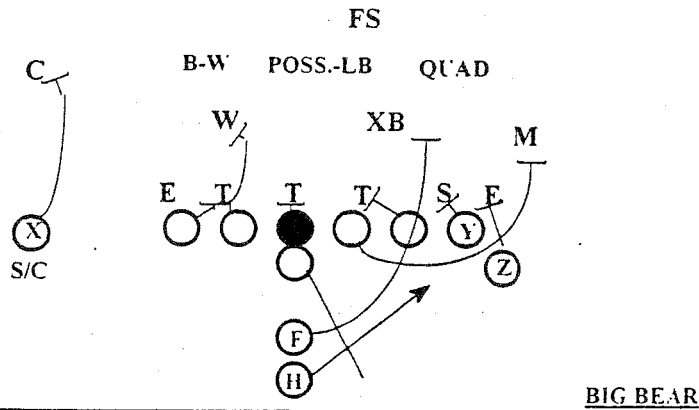
(22Z) STEM I RT CLOSE



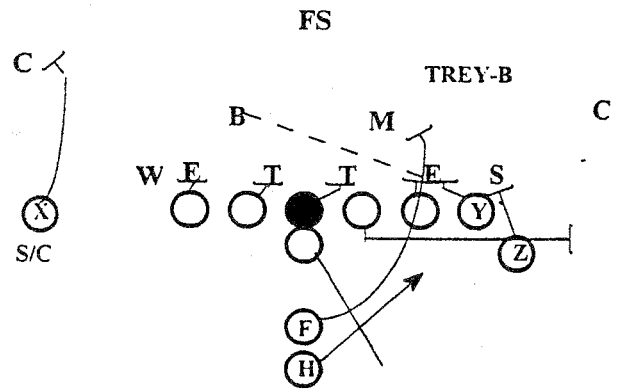
(22Z) STEM I RT CLOSE



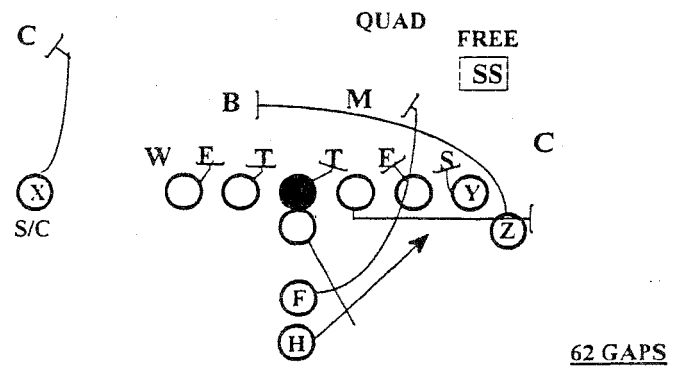
(22Z) JOG I RT CLOSE



(22Z) JOG I RT CLOSE



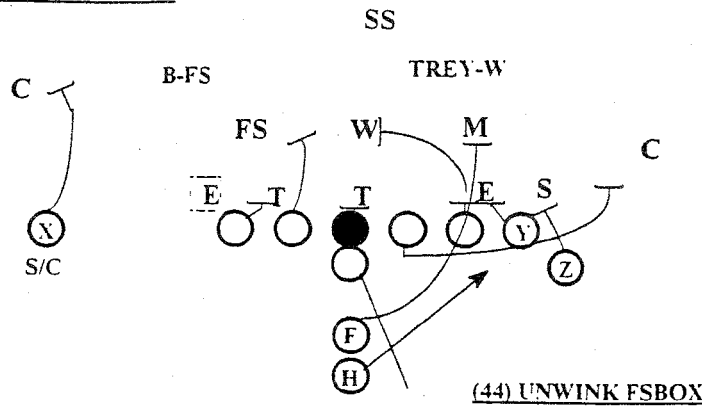
(22Z) SCATTER I RT CLOSE



# "CWM" 38 GRACE LOAD / 35 BOB

(22Z) 1 RT CLOSE

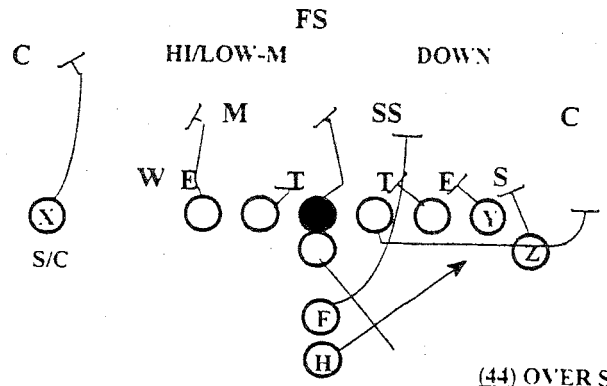
"BLUE 38"



(44) UNWINK FSBOX

(22Z) 1 RT CLOSE

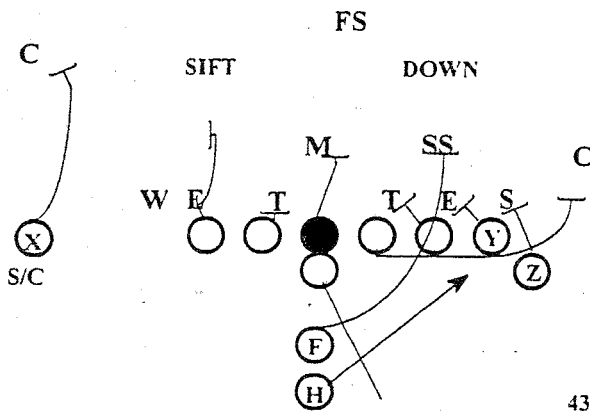
"WHITE 38"



(44) OVER SSBOX

(22Z) 1 RT CLOSE

"GREEN 38"

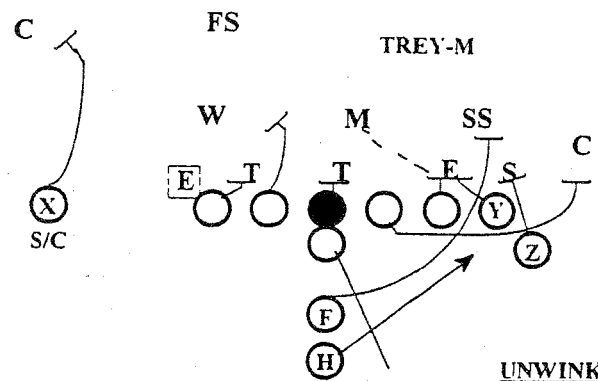


43 SSBOX

(22Z) 1 RT CLOSE

B-W

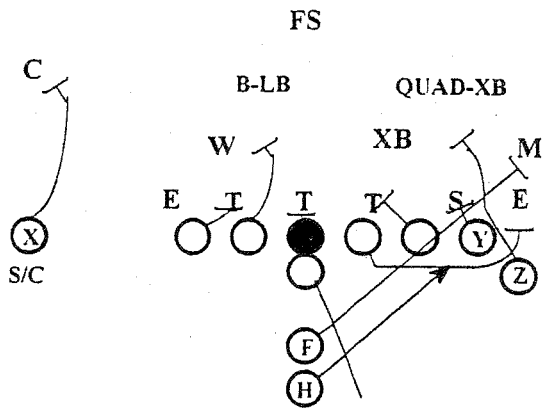
"WHITE 38"



UNWINK SSBOX

(22Z) 1 RT CLOSE

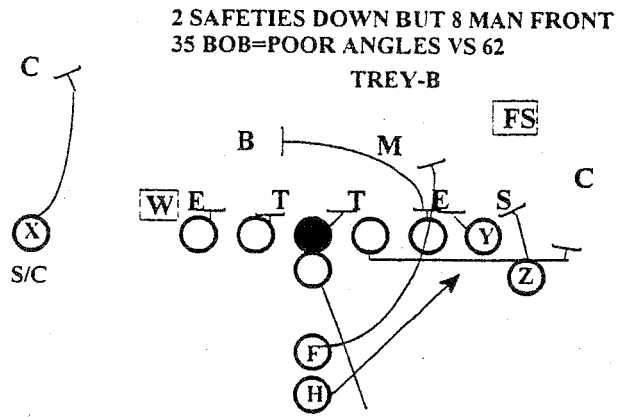
"BLUE 38"



BIG BEAR

(22Z) 1 RT CLOSE

"GREEN 38"

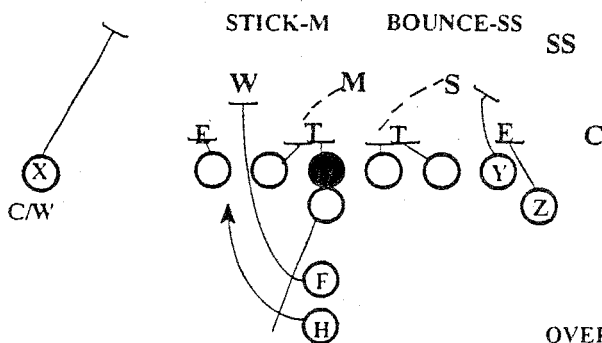


62

(22Z) 1 RT CLOSE

"WHITE 35"

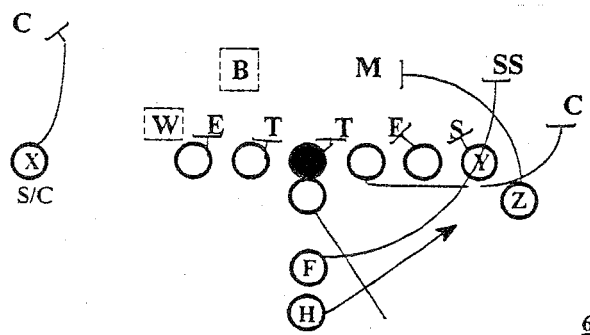
2 SAFETIES DOWN BUT 7 MAN FRONT



OVER SWIM

(22Z) 1 RT CLOSE

"BLUE 38"



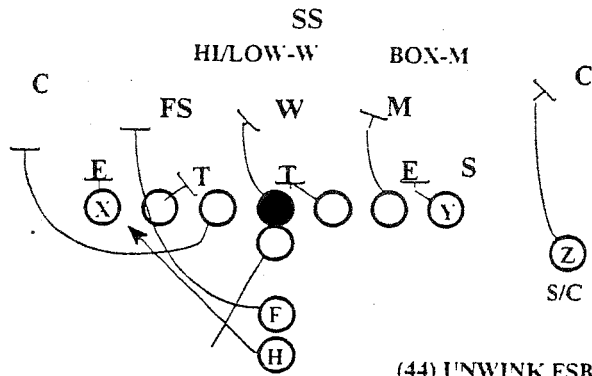
62 GAPS

# "ALERT" 38 FRONT GRACE

(TO THE 3 TECH.)

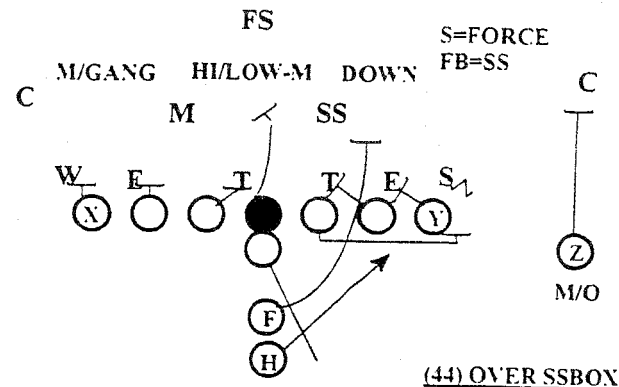
(22) I RT

"OPPOSITE"



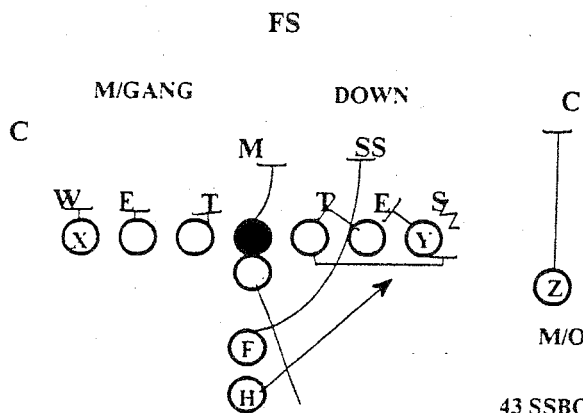
(44) UNWINK FSBOX

(22) I RT



(44) OVER SSBOX

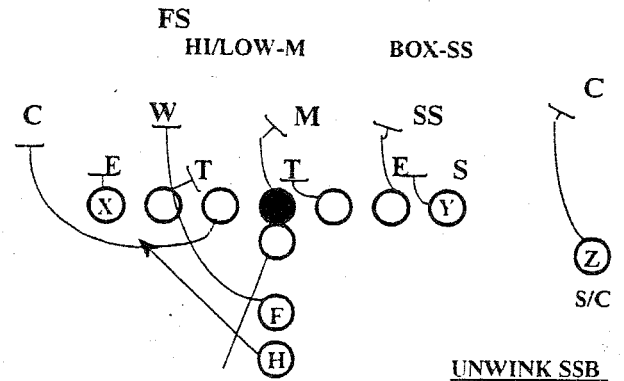
(22) I RT



43 SSBOX

(22) I RT

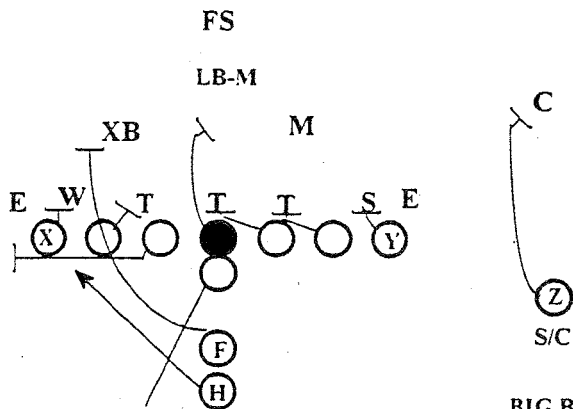
"OPPOSITE"



UNWINK SSB

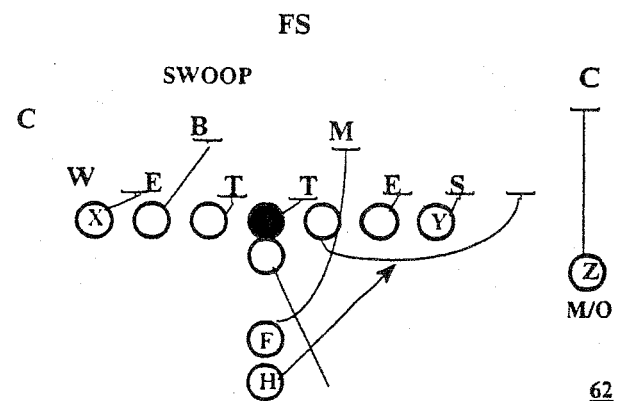
(22) I RT

"OPPOSITE"



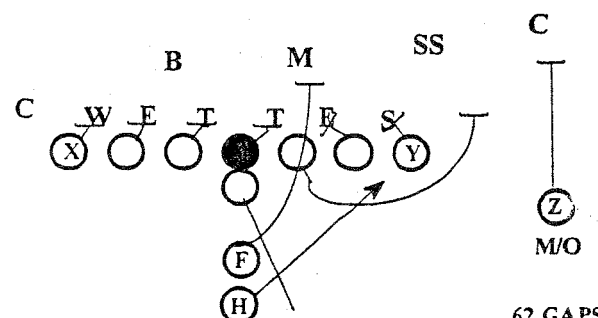
BIG BEAR

(22) I RT



62

(22) I RT



62 GAPS



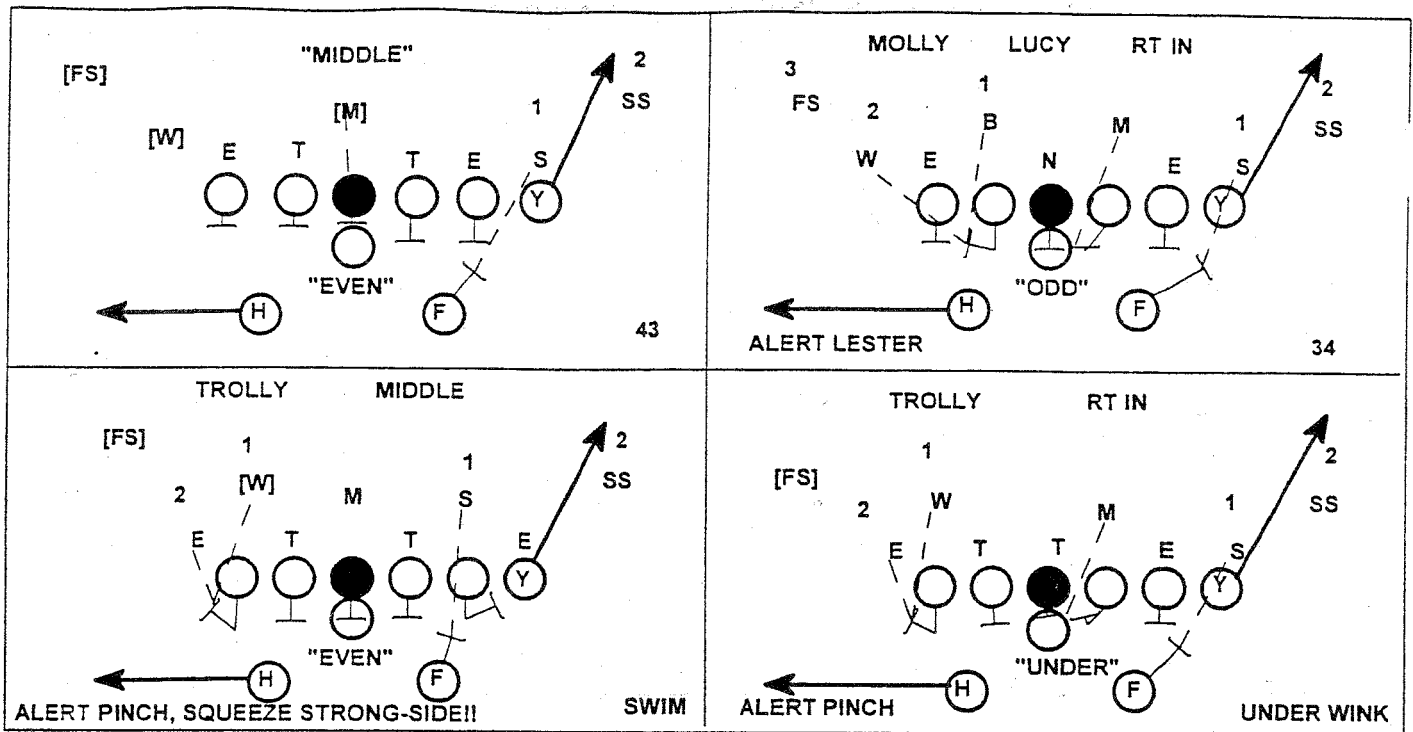
# **20 SERIES**



<p>MOLLY, LUCY</p> <p>POSSIBLE LESTER OVER</p>	<p>TROLLY RIP</p> <p>STACK</p>
<p>MOLLY-LUCY ALERT A GAP STR</p> <p>POSSIBLE LESTER OVER SINK</p>	<p>TROLLY LT IN</p> <p>IF PUT OVER SWIM IN EVEN CATEGORY TAKES 1</p> <p>ALERT "A" GAP OVER SWIM</p>
<p>TROLLY RT IN</p> <p>ALERT PINCH 34 UNDER WINK</p>	<p>TROLLY MIDDLE</p> <p>ALERT PINCH WINK</p>
<p>TROLLY</p> <p>ALERT PINCH, A GAP STR BEAR</p>	<p>TROLLY</p> <p>ALERT PINCH, A GAP STR OVER BEAR</p>
<p>N/A</p> <p>CUB SWITCH</p>	<p>N/A</p> <p>42 EVEN</p>
<p>N/A</p> <p>42 OVER</p>	<p>N/A</p> <p>42 UNDER</p>

# PROTECTION: 320 (321)

# DUAL READ WEAK



## DESCRIPTION:

This is a Weakside Dual Protection allowing the HB to free release. The FB is responsible for Sam. If he does not rush he is free to release. The Weakside Guard, if uncovered, has a Dual Read from Mike to Will to any blitzing DB. The HB is usually the Hot receiver when we have one more rusher than offensive line protectors weak. He could be Hot off Will or Mike & Will.

320 (321) is a 3-step drop.

QB

3-step drop

F

Block Sam to SS; Alert "SQUEEZE" vs. Sink look.

H

Free Release; Alert Hot.

## BACKSIDE

## FRONTSIDE

Block #1, Alert Rt-Lt In and Rip-Liz calls. Alert "squeeze". Alert Bear Rules.

Block DE. Alert Bear Rules.

Release into route.

C

Block #0 to Mike.

If uncovered, block Mike with Middle, Rip and Liz calls. If covered, alert Rt-Lt In calls. Nickel: If covered, Block #0 with Rocko, Leo calls. If uncovered block Mike with Middle, Rip and Liz calls.

G

Block #1. If #1 is LB, Molly or Lucy. Alert for Rip, Liz, Pinch calls. Alert Bear Rules.

T

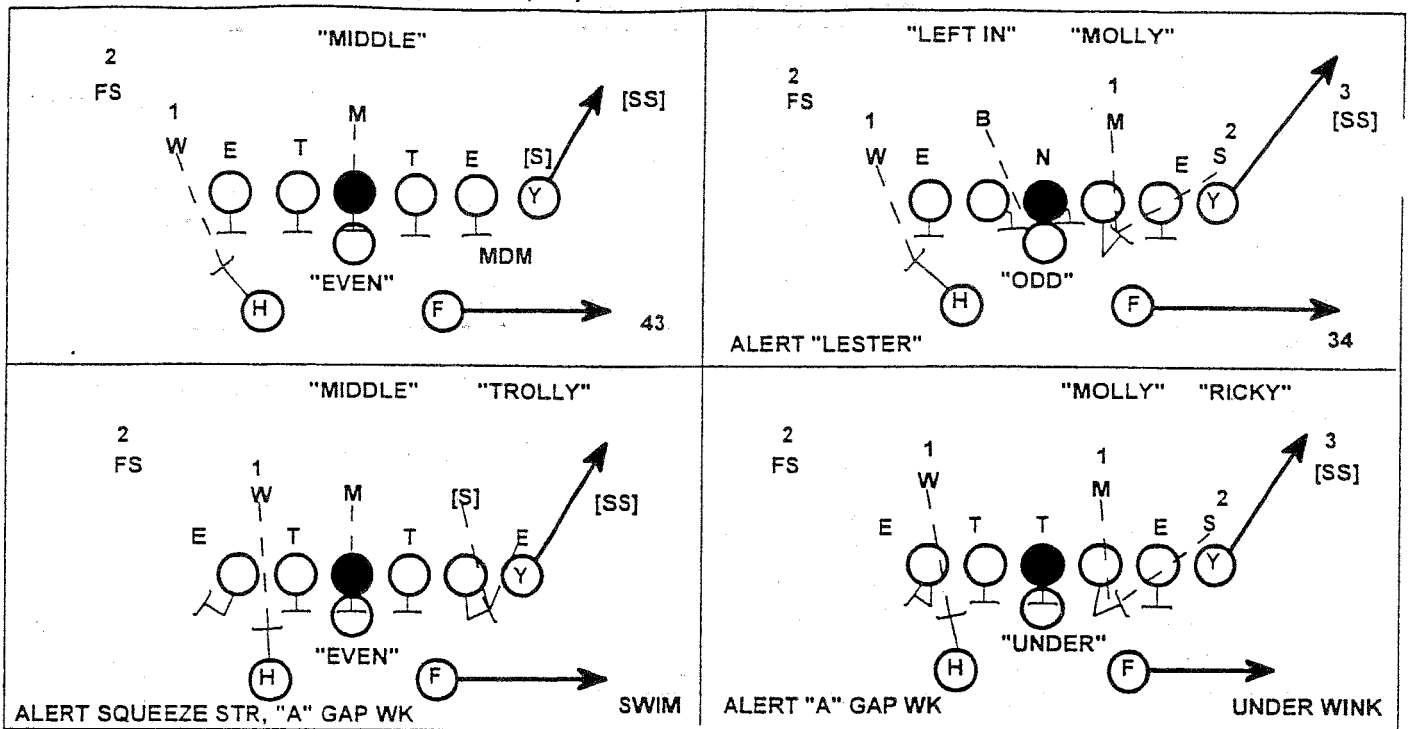
Block #2. If #2 is LB, Trolly. Alert Leo/Rocko. Alert Bear Rules.

Y

<p>MOLLY, LUCY</p> <p>POSSIBLE LESTER OVER</p>	<p>TROLLY RIP</p> <p>STACK</p>
<p>MOLLY-LUCY</p> <p>POSSIBLE LESTER OVER SINK</p>	<p>TROLLY LT IN</p> <p>IF PUT OVER SWIM IN EVEN CATEGORY TAKES 1</p>
<p>TROLLY RT IN</p> <p>ALERT PINCH 34 UNDER WINK</p>	<p>TROLLY MIDDLE</p> <p>ALERT PINCH WINK</p>
<p>TROLLY</p> <p>ALERT PINCH, "SQUEEZE" STRONG! BEAR</p>	<p>TROLLY</p> <p>ALERT PINCH, "SQUEEZE" STRONG! OVER BEAR</p>
<p>N/A</p> <p>CUB SWITCH</p>	<p>N/A</p> <p>42 EVEN</p>
<p>N/A</p> <p>42 OVER</p>	<p>N/A</p> <p>42 UNDER</p>

PROTECTION: 22 (23) 26 (27)

DUAL READ STRONG



#### DESCRIPTION:

This is a strongside Dual Read allowing the FB to free release. The HB's blocking responsibility is the Will. With some 3-4 fronts it is Buck. If the LB does not come he has a free release. The strongside guard, if uncovered, has a Dual Read from the Mike to Sam or any blitzing DB. The FB is usually the Hot when we have one more rusher than we do protectors to the strongside. He could be hot off Sam or both Mike and Sam.

22 (23) is a 5-step drop pattern  
 26 (27) is a 7-step drop pattern  
 322 (323) is a 3-step drop pattern

QB

F

H

5-step drop on 22 (23), 7-step drop on 26 (27). Strongside Dual Read. Alert Hot strongside, blitz sight adjust weakside. FB handles Hot from two back.

Free Release, Alert Hot.

Block Will to FS, Alert Lester/Ralph, A Gap calls.

## BACKSIDE

Block #1. Alert Right-Left In calls. Alert Ralph-Lester. Alert A Gap calls. Possible Rip-Liz to Mike.

Block #2. If #2 is LB, Ralph-Lester

C

G

T

Y

Block #0 to Mike. Alert Middle, Rip-Liz calls.

Block #1. If uncovered Molly, Ricky-Lucy Mike to Sam. Possible Rip-Liz calls.

Block #2. Alert Trolly vs. Sink.

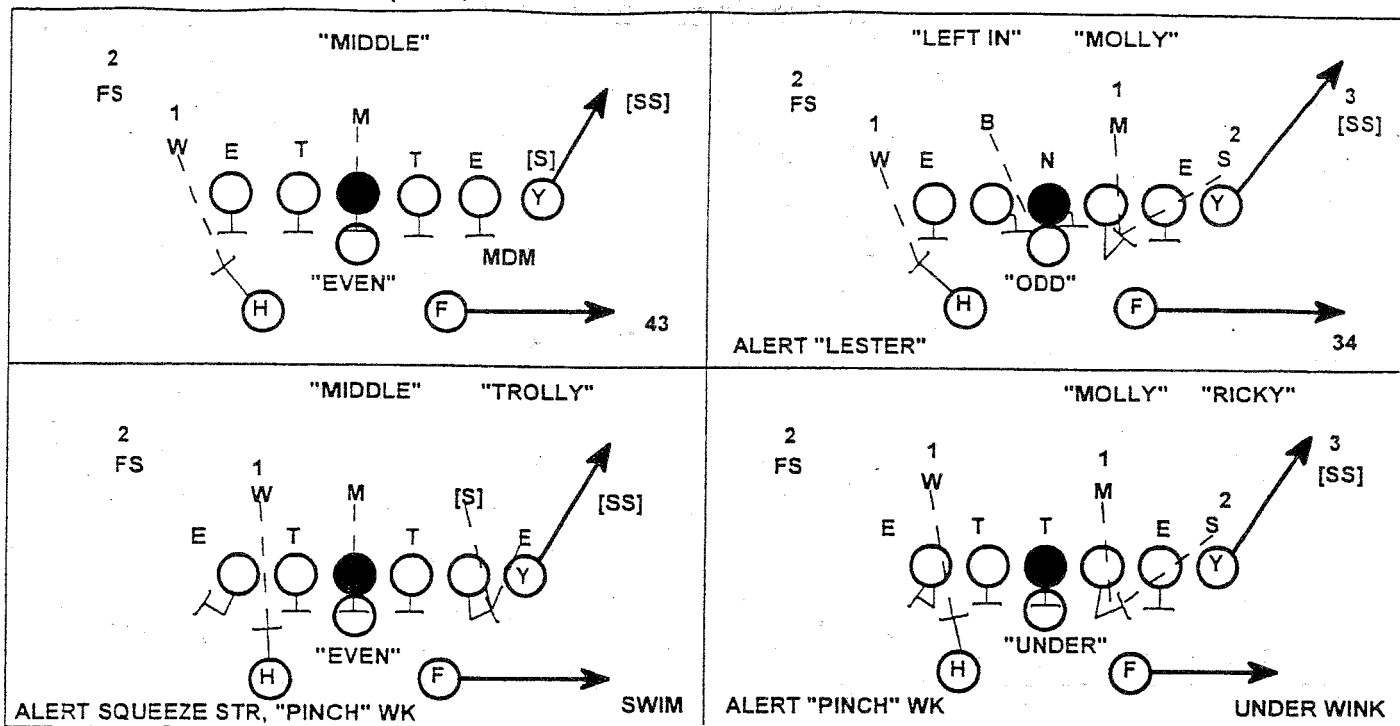
Release into route. Alert possible Hot by pattern.

## FRONTSIDE

<p>"LEFT IN"</p> <p>OVER</p>	<p>"RIP"</p> <p>ALERT "A" GAP WK</p> <p>STACK</p>
<p>"LEFT IN" "TROLLY"</p> <p>ALERT SQUEEZE</p> <p>OVER SINK</p>	<p>"LEFT IN" "TROLLY"</p> <p>POSSIBLE SQUEEZE STR</p> <p>OVER SWIM</p>
<p>"MOLLY"</p> <p>ALERT "A" GAP WK</p> <p>34 UNDER WINK</p>	<p>"MIDDLE"</p> <p>ALERT "A" GAP WK</p> <p>WINK</p>
<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, "A" GAP WK</p> <p>BEAR</p>	<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, "A" GAP WK</p> <p>OVER BEAR</p>
<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, "A" GAP WK</p> <p>CUB SWITCH</p>	<p>N/A</p> <p>42 EVEN</p>
<p>N/A</p> <p>42 OVER</p>	<p>N/A</p> <p>42 UNDER</p>

PROTECTION: 322 (323)

DUAL READ STRONG



#### DESCRIPTION:

This is a strongside Dual Read allowing the FB to free release. The HB's blocking responsibility is the Will. With some 3-4 fronts it is Buck. If the LB does not come he has a free release. The strongside guard, if uncovered, has a Dual Read from the Mike to Sam or any blitzing DB. The FB is usually the Hot when we have one more rusher than we do protectors to the strongside. He could be hot off Sam or both Mike and Sam.

322 (323) is a 3-step drop pattern.

QB

3-step drop.

F

Free Release, Alert Hot.

H

Block Will to FS, Alert Lester-Ralph / "Pinch" calls.

### BACKSIDE

Block #1. Alert Right-Left in calls. Alert Ralph-Lester. Alert A Gap calls. Possible Rip-Liz to Mike.

Block #2. If #2 is LB, Ralph-Lester.

### FRONTSIDE

C

Block #0 to Mike. Alert Middle, Rip-Liz calls.

G

Block #1. If uncovered Molly, Ricky-Lucy Mike to Sam. Possible Rip-Liz calls.

T

Block #2. Alert Trolly vs. Sink.

Y

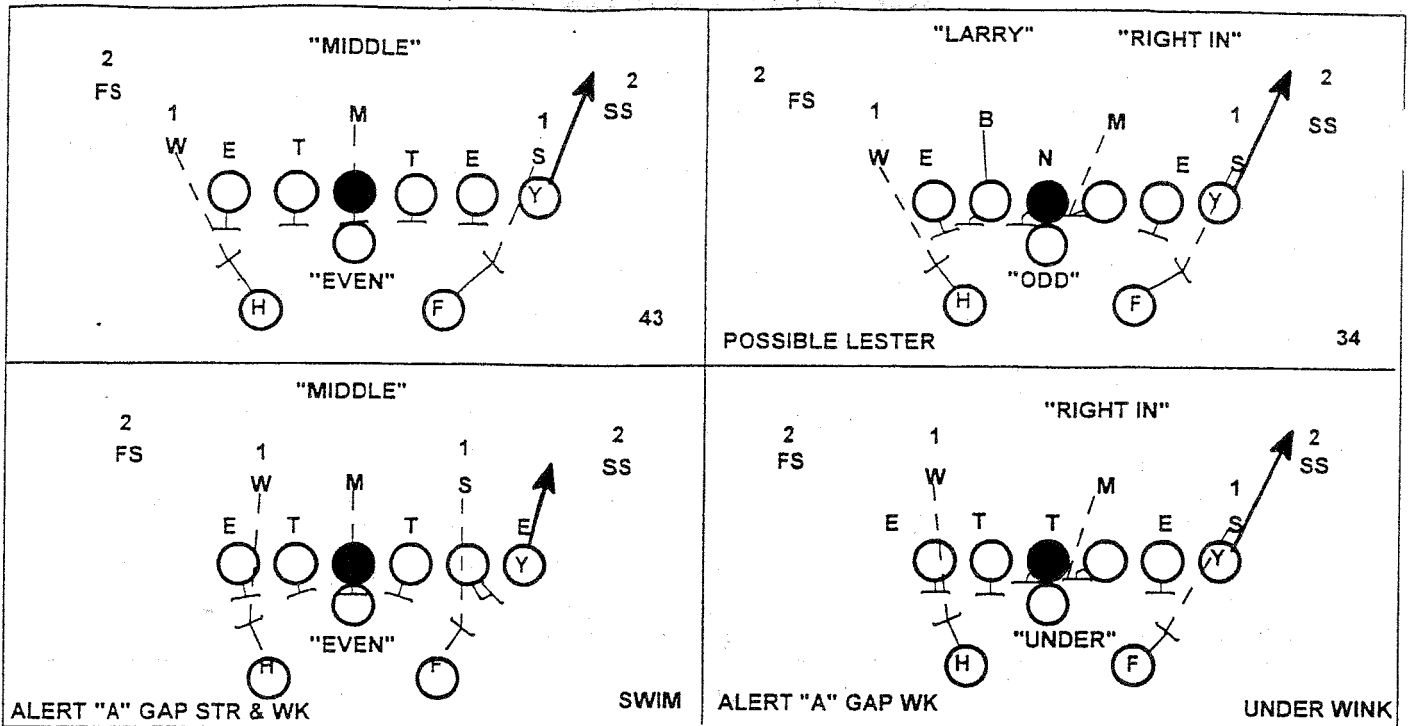
Release into route. Alert possible Hot by pattern.



<p>"LEFT IN"</p> <p>OVER</p> <p>OVER</p>	<p>"RIP"</p> <p>ALERT "PINCH" WK</p> <p>STACK</p>
<p>"LEFT IN" "TROLLY"</p> <p>ALERT SQUEEZE</p> <p>OVER SINK</p>	<p>"LEFT IN" "TROLLY"</p> <p>POSSIBLE SQUEEZE STR</p> <p>OVER SWIM</p>
<p>"MOLLY"</p> <p>ALERT "PINCH" WK</p> <p>34 UNDER WINK</p>	<p>"MIDDLE"</p> <p>ALERT "PINCH" WK</p> <p>WINK</p>
<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, "PINCH" WK</p> <p>BEAR</p>	<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, "PINCH" WK</p> <p>OVER BEAR</p>
<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, "PINCH" WK</p> <p>CUB SWITCH</p>	<p>N/A</p> <p>42 EVEN</p>
<p>N/A</p> <p>42 OVER</p>	<p>N/A</p> <p>42 UNDER</p>

PROTECTION: 24 (25) 28(29)

SOLID



**DESCRIPTION:**

This is our basic protection with the FB and HB having blocking responsibility for the Sam and Will. If Sam and/or Will do not rush both backs are free to release into the pattern. There are no dual reads or Hot Rec.

24 (25) is a 5-step drop pattern.  
28 (29) is a 7-step drop pattern  
324 (325) is a 3-step drop pattern.

**QB**

5-step drop on 24 (25), 7-step drop on 28 (29).  
Solid Protection. Alert for Sight Adjust, WR will handle it.

**F**

Block Sam to SS; Alert Ralph-Lester/A Gap.

**H**

Block Will to FS; Alert Lester-Ralph/A Gap.

**BACKSIDE**

**FRONTSIDE**

Block #1. Alert Right-Left In calls. Alert Ralph-Lester.  
Alert "A Gap" calls. Possible Rip-Liz to Mike.

Block #2. If #2 is a LB (Wink) call Ralph-Lester.

**C**

Block #0 to Mike. Alert Middle, Rip-Liz calls. Right -Left In vs. Center covered. If both Guards uncovered possible Robert-Larry, Ralph-Lester.

**G**

Block #1. Alert Right-Left In, Rip-Liz calls.  
Alert "A Gap" call. Alert Ralph-Lester.

**T**

Block #2. If Sink-Ralph. Alert Rocko-Leo. Ralph-Lester vs. Bear fronts.

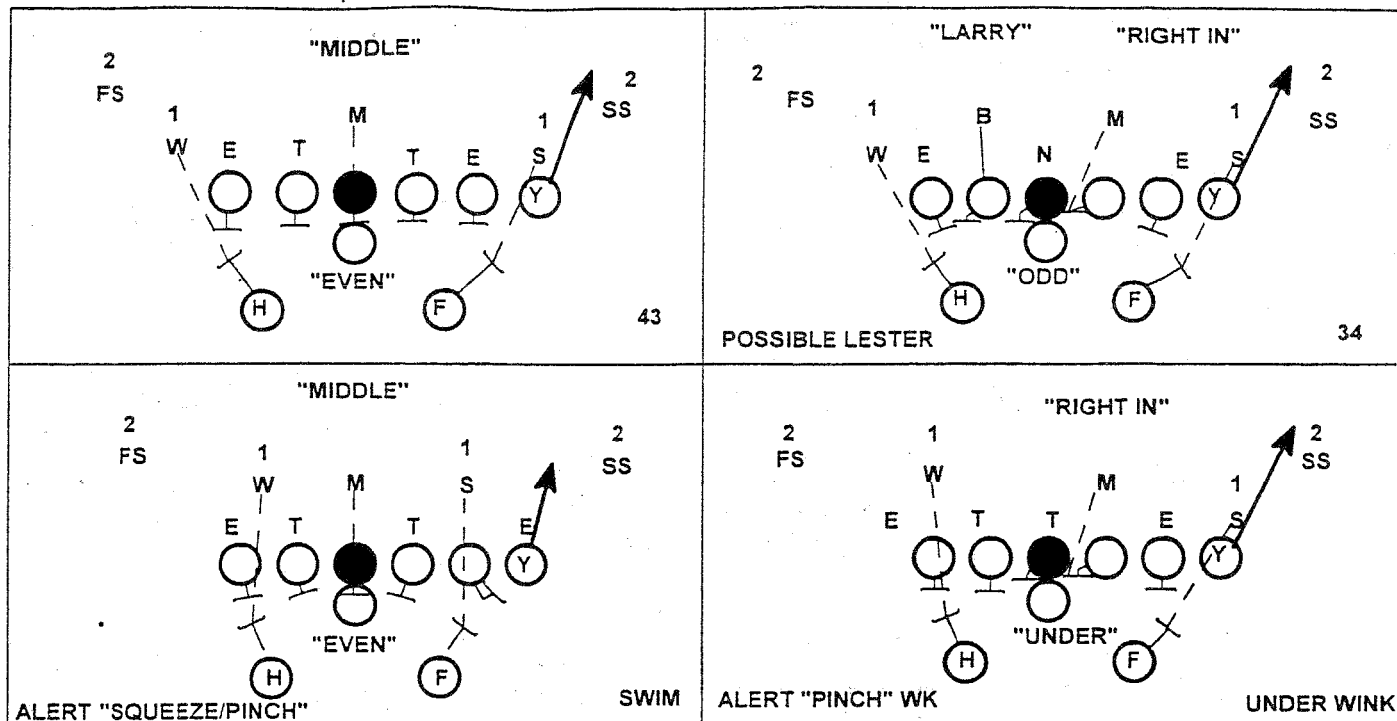
**Y**

Release into pattern.

<p>"LEFT IN"</p> <p>"OVER"</p> <p>OVER</p>	<p>"RIP"</p> <p>"EVEN STACK"</p> <p>ALERT "A" GAP WK</p> <p>STACK</p>
<p>"LEFT IN"</p> <p>"OVER"</p> <p>ALERT "A" GAP STR</p> <p>OVER SINK</p>	<p>LEFT IN MIKE RALPH</p> <p>"OVER"</p> <p>POSSIBLE "A" GAP STR</p> <p>OVER SWIM</p>
<p>"RIGHT IN"</p> <p>"UNDER"</p> <p>ALERT "A" GAP WK</p> <p>34 UNDER WINK</p>	<p>"MIDDLE"</p> <p>"EVEN"</p> <p>ALERT "A" GAP WK</p> <p>WINK</p>
<p>"CUB"</p> <p>ALERT SLOW FAN ZONE</p> <p>ALERT "A" GAP STR &amp; WK</p> <p>BEAR</p>	<p>"CUB"</p> <p>ALERT "A" GAP STR &amp; WK</p> <p>OVER BEAR</p>
<p>N/A</p> <p>CUB SWITCH</p>	<p>N/A</p> <p>42 EVEN</p>
<p>N/A</p> <p>42 OVER</p>	<p>N/A</p> <p>42 UNDER</p>

# PROTECTION: 324 (325)

# SOLID



## DESCRIPTION:

This is our basic protection with the FB and HB having blocking responsibility for the Sam and Will. If Sam and/or Will do not rush both backs are free to release into the pattern. There are no dual reads or Hot Rec.

324 (325) is a 3-step drop pattern.

QB

3-Step drop.

F

Block Sam to SS; Alert Ralph-Lester/ "Squeeze".

H

Block Will to FS; Alert Lester-Ralph/ "Pinch".

## BACKSIDE

## FRONTSIDE

Block #1. Alert Right-Left In calls. Alert Ralph-Lester. Alert "Pinch" calls. Possible Rip-Liz to Mike.

Block #2. If #2 is a LB (Wink) call Ralph-Lester.

C

Block #0 to Mike. Alert Middle, Rip-Liz calls. Right -Left In vs. Center covered. If both Guards uncovered possible Robert-Larry, Ralph-Lester.

G

Block #1. Alert Right-Left In; Rip-Liz calls. Alert "Squeeze" call. Alert Ralph-Lester.

T

Block #2. If Sink-Ralph. Ralph-Lester vs. Bear fronts.

Y

Release into pattern.

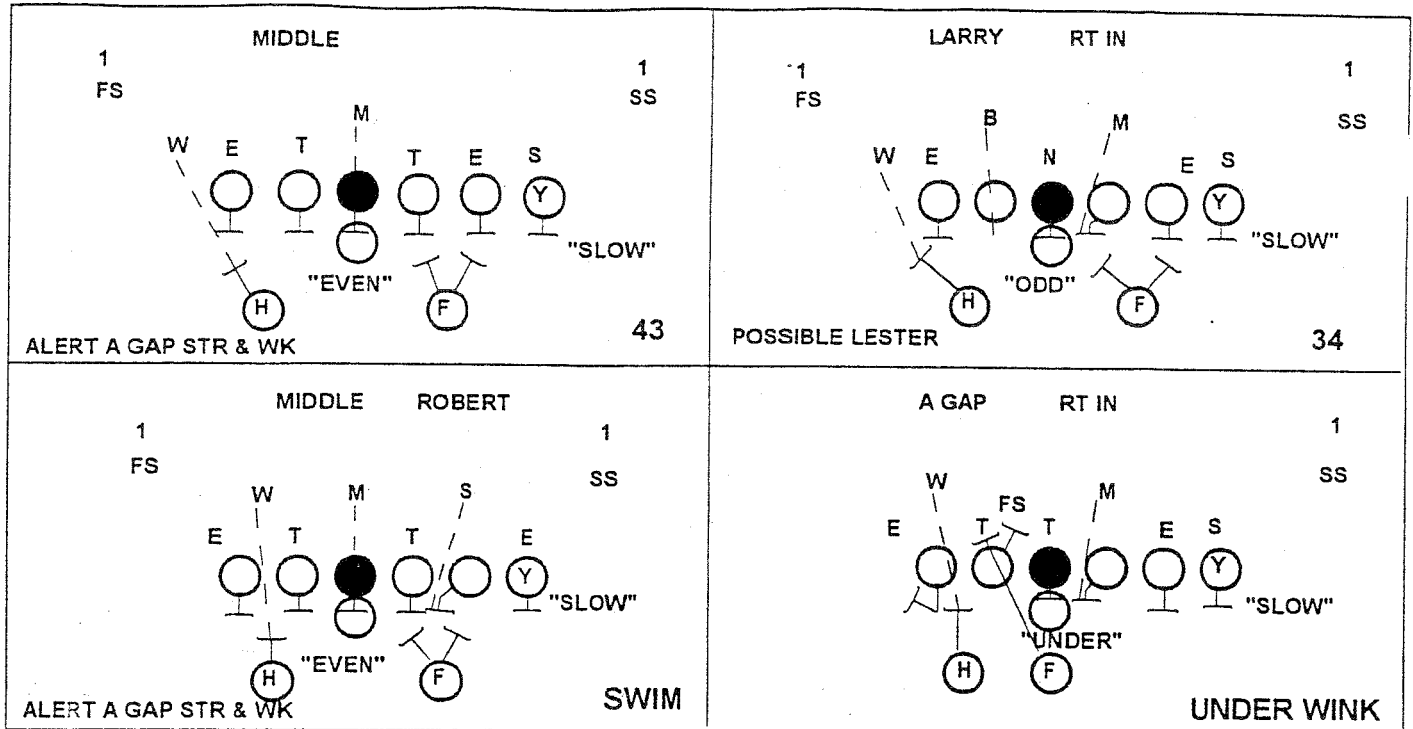
<p>"LEFT IN"</p> <p>OVER</p>	<p>"RIP"</p> <p>ALERT PINCH WK</p> <p>STACK</p>
<p>"LEFT IN"</p> <p>ALERT SQUEEZE STR</p> <p>OVER SINK</p>	<p>LEFT IN MIKE</p> <p>RALPH</p> <p>POSSIBLE SQUEEZE STR</p> <p>OVER SWIM</p>
<p>"RIGHT IN"</p> <p>ALERT PINCH WK</p> <p>34 UNDER WINK</p>	<p>"MIDDLE"</p> <p>ALERT PINCH WK</p> <p>WINK</p>
<p>ALERT SQUEEZE/PINCH STR &amp; WK</p> <p>BEAR</p>	<p>ALERT SQUEEZE/PINCH STR &amp; WK</p> <p>OVER BEAR</p>
<p>N/A</p> <p>W</p> <p>CUB SWITCH</p>	<p>N/A</p> <p>W</p> <p>42 EVEN</p>
<p>N/A</p> <p>W</p> <p>42 OVER</p>	<p>N/A</p> <p>W</p> <p>42 UNDER</p>



# **50 SERIES**

PROTECTION: 54 (55) 58 (59)

MAX SOLID



**DESCRIPTION:**

This protection is Max Solid with an extra blocker to pick-up an expected blitz. It can be called in the huddle or at the LOS. This is solid protection for the offensive line and the HB. The TE blocks #3 and the FB searches for the blitzing DB. The Guards must remain alert for a blitz in the A or A- Gap, and must give a loud "A Gap" call to the back.

54 (55) is a 5-step drop pattern.  
58 (59) is a 7-step drop pattern.  
354 (355) is a 3-step drop pattern.

**QB**

5-step drop on 54 (55), 7-step drop on 58 (59).  
Maximum protection to block DB Blitz. Alert  
No Blitz sight adjust.  
Also used as an Audible.

**F**

Block Blitzing DB or extra rusher.  
Alert A Gap.

**H**

Block Will. Ralph / Lester "A" Gap call.

**BACKSIDE**

**FRONTSIDE**

Block 74 (75) Protection. Alert A Gap.

Block 74 (75) Protection.

**C**

Block 74 (75) Protection.

**G**

Block 74 (75) Protection. Alert A Gap.

**T**

Block 74 (75) Protection.

**Y**

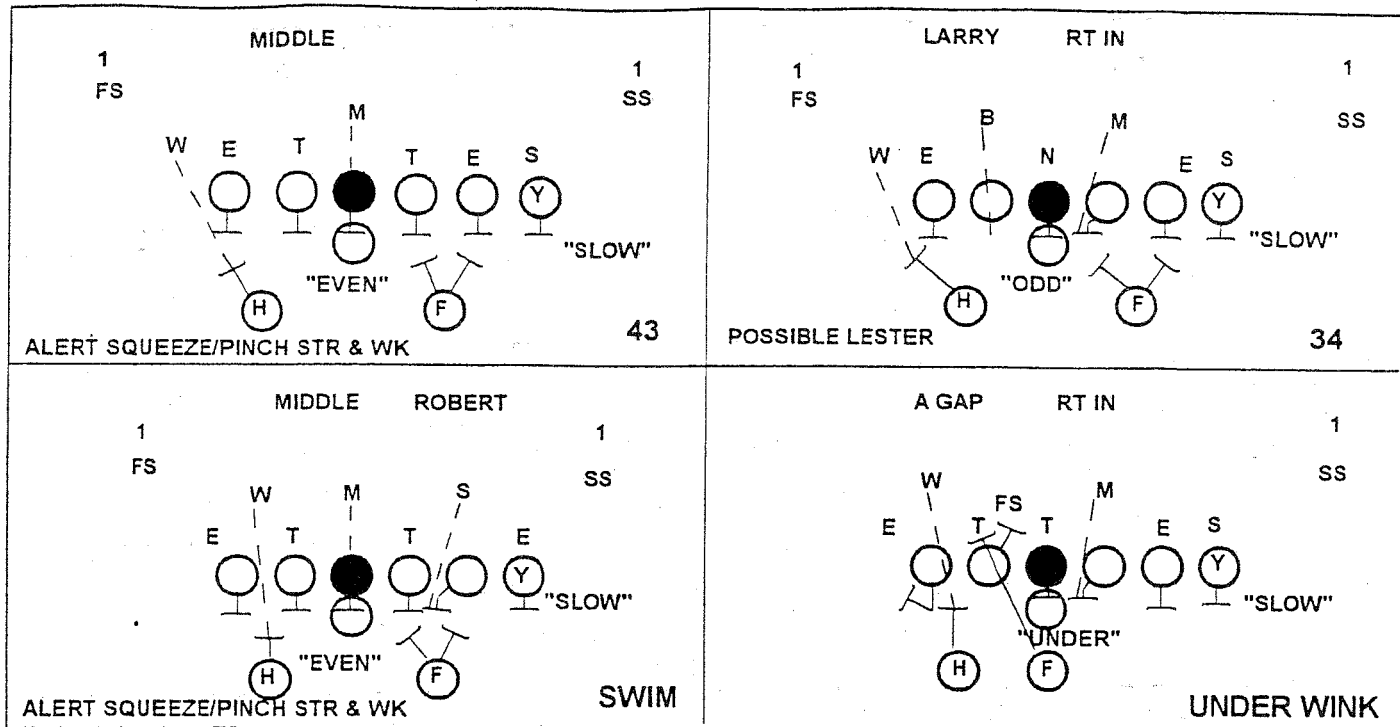
Block Sam. Give "Slow" call.  
Alert Squeeze.  
Alert Bear Rules. Alert Fan Zone.



<p>LT IN A GAP</p> <p>FS</p> <p>OVER</p>	<p>LESTER RIP</p> <p>1 FS</p> <p>1 SS</p> <p>STACK</p> <p>ALERT A GAP WK</p>
<p>LT IN ROBERT</p> <p>1 FS</p> <p>1 SS</p> <p>OVER SINK</p>	<p>LT IN ROBERT</p> <p>1 FS</p> <p>1 SS</p> <p>OVER SWIM</p>
<p>LESTER RT IN</p> <p>1 FS</p> <p>1 SS</p> <p>ALERT A GAP WK.</p> <p>34 UNDER WINK</p>	<p>LESTER MIDDLE</p> <p>1 FS</p> <p>1 SS</p> <p>WINK</p> <p>ALERT A GAP WK.</p>
<p>LESTER FAN ZONE</p> <p>2 FS "M"</p> <p>1 W</p> <p>ALERT A GAP STR &amp; WK</p> <p>BEAR</p>	<p>LESTER FAN ZONE</p> <p>2 FS "M"</p> <p>1 M</p> <p>ALERT A GAP STR &amp;WK</p> <p>OVER BEAR</p>
<p>W</p> <p>CUB SWITCH</p>	<p>W</p> <p>42 EVEN</p>
<p>W</p> <p>42 OVER</p>	<p>W</p> <p>42 UNDER</p>

PROTECTION: 354 (355)

MAX SOLID



**DESCRIPTION:**

This protection is Max Solid with an extra blocker to pick-up an expected blitz. It can be called in the huddle or at the LOS. This is solid protection for the offensive line and the HB. The TE blocks #3 and the FB searches for the blitzing DB. The Guards must remain alert for a blitz in the A or A- Gap, and must give a loud "A Gap" call to the back.

354 (355) is a 3-step drop pattern.

**QB**

3-step drop.  
Also used as an Audible.

**F**

Block Blitzing DB or extra rusher.  
Alert A Gap.

**H**

Block Will. Ralph / Lester, Alert "Pinch" call.

**BACKSIDE**

**FRONTSIDE**

Block 374 (375) Protection. Alert Pinch call.

Block 374 (375) Protection.

**C**

Block 374 (375) Protection.

**G**

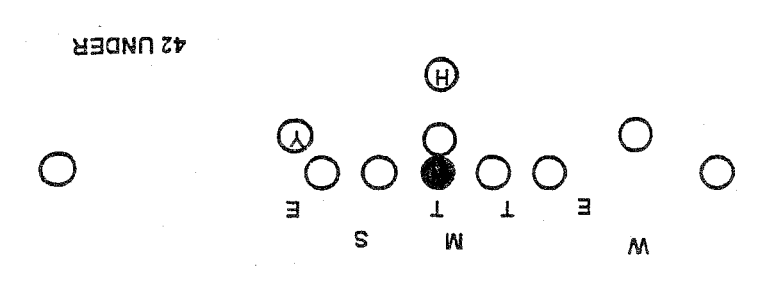
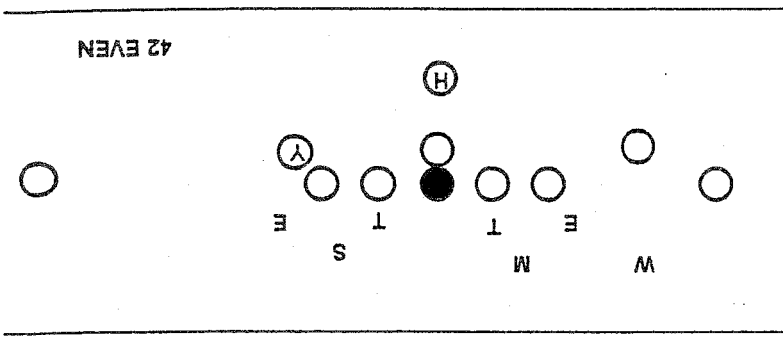
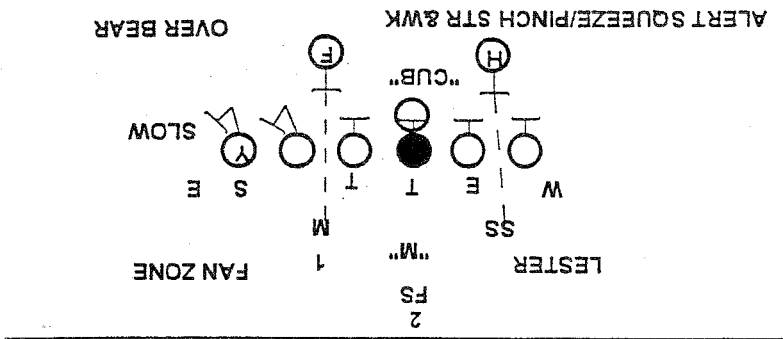
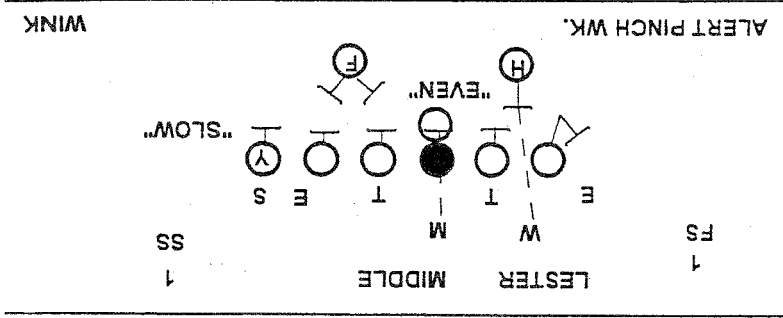
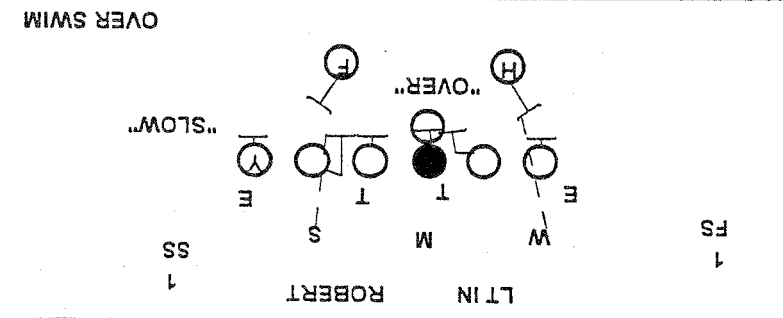
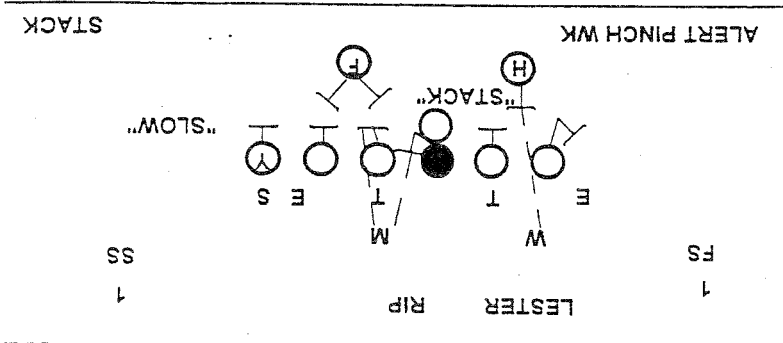
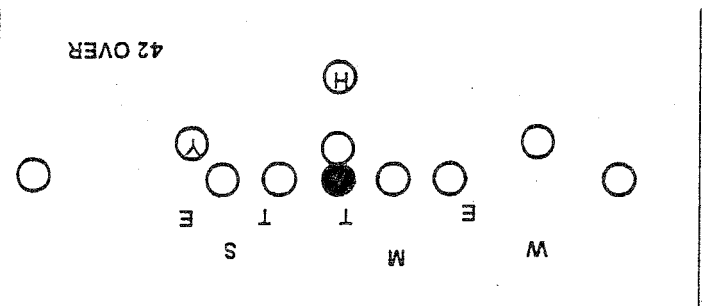
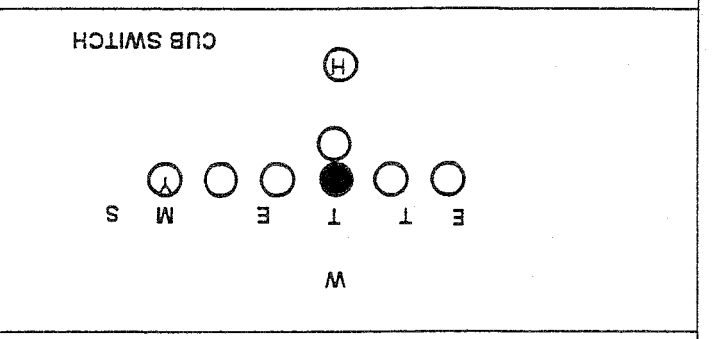
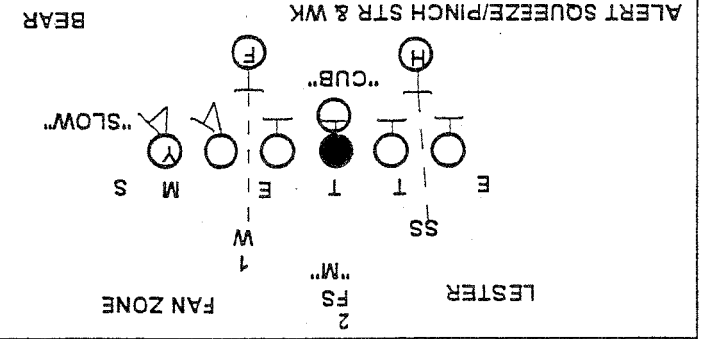
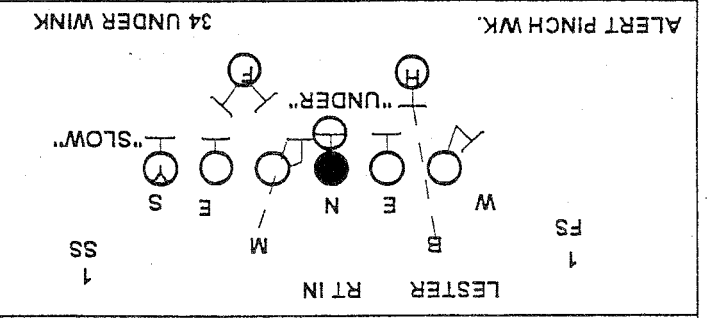
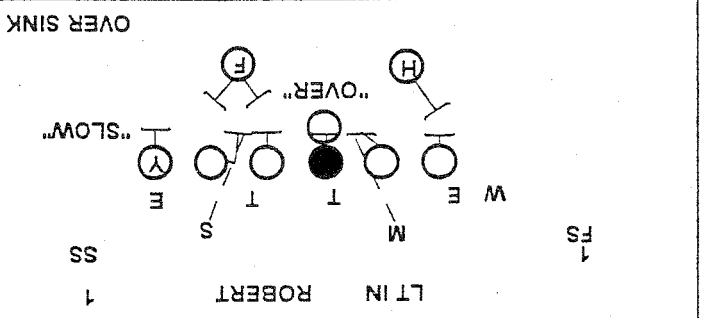
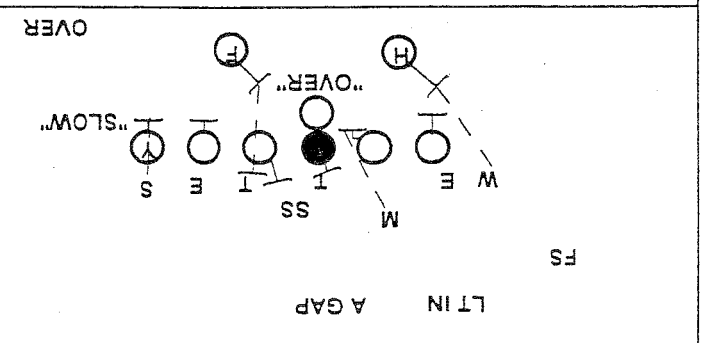
Block 374 (375) Protection. Alert Squeeze call.

**T**

Block 374 (375) Protection.

**Y**

Block Sam. Give "Slow" call.  
Alert Squeeze.  
Alert Bear Rules. Alert Fan Zone.

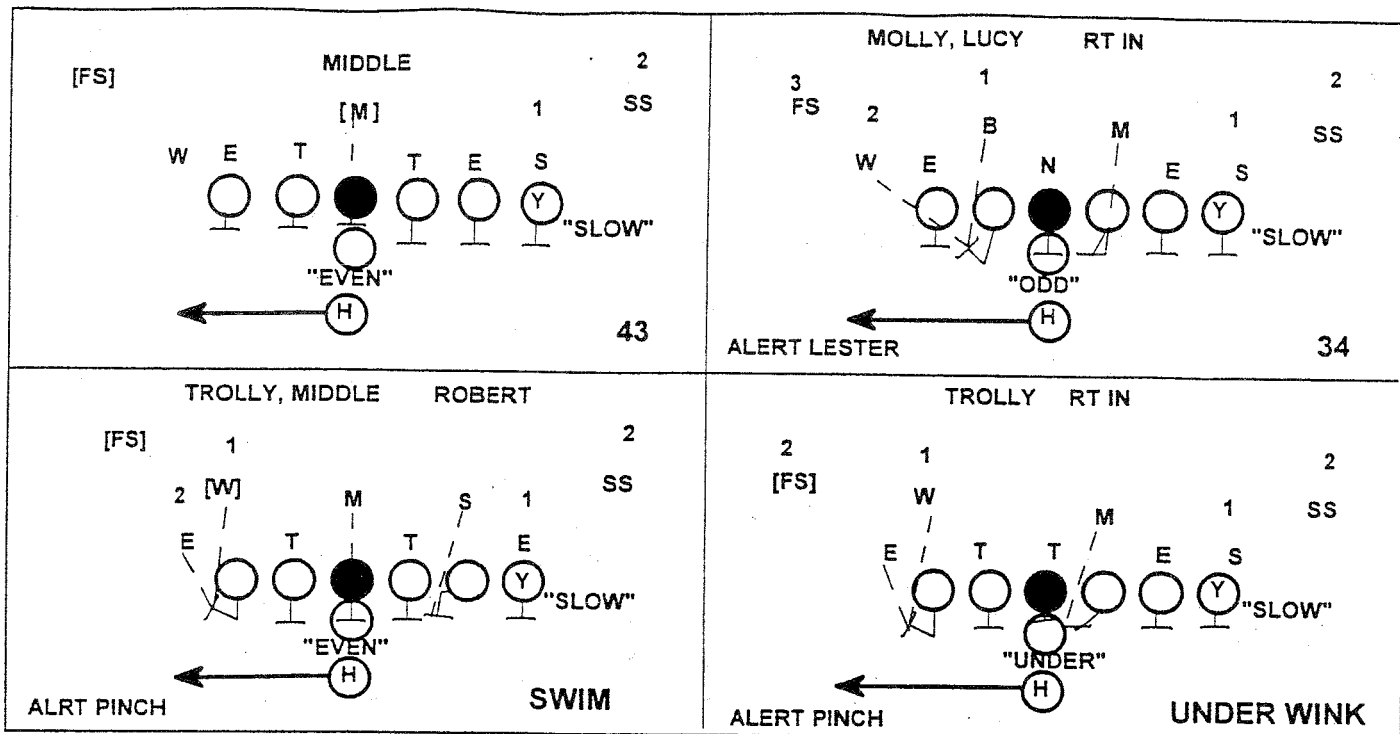




# **70 SERIES**

PROTECTION: 70 (71)

DUAL READ WEAK



**DESCRIPTION:**

This is a Weakside Dual Protection allowing the HB & FB to free release. The TE is responsible for Sam. If he does not rush he is free to release. He must tell the tackle he is in with a "Slow" call. The Weakside Guard, if uncovered, has a Dual Read from Mike to Will to any blitzing DB. The FB is usually the Hot receiver when we have one more rusher than offensive line protectors weak. He could be Hot off Will or Mike & Will.

70 (71) is a 5-step or 7-step drop depending on pattern.

QB

5-step or 7-step drop, determined by pattern called. Remaining back handles Hot. Weakside Dual Read. Alert Hot Weak / Sight Adjust Strong.

F

Free Release Weakside.

H

Free Release Weakside--Alert Hot.

**BACKSIDE**

**FRONTSIDE**

Block #1, Alert Rt-Lt In. Alert Robert -Larry.  
Alert Swoop.

Block #2, Alert Robert, Larry,  
Slow Rip-Liz, Fan Zone, Swoop,

Block Sam. Give "Slow" call to tackle.  
Alert Squeeze. Alert Fan Zone.  
Alert Swoop. No rush release.

C

Block #0 to Mike. If uncovered, block Mike with Middle, Rip-Liz calls. If covered, Alert Rt-Lt In calls.

G

Block #1. If #1 is LB, Molly or Lucy. Alert for Rip-Liz Pinch calls.

T

Block #2. If #2 is LB, Trolly. Alert Leo, Rocko. Alert Pinch.

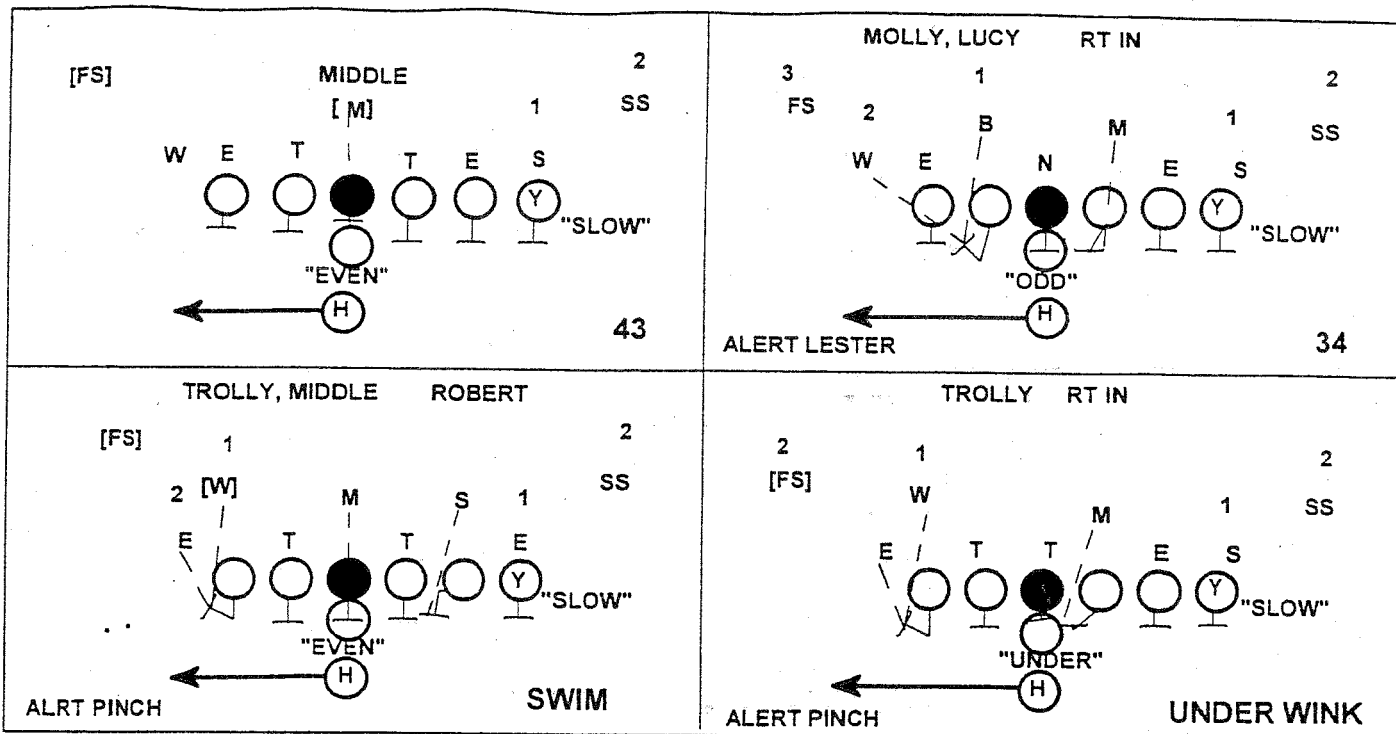
Y

No Rush-Release

<p>MOLLY, LUCY</p> <p>1 M</p> <p>2 [W] E T T E S</p> <p>"OVER"</p> <p>← (H)</p> <p>OVER</p>	<p>TROLLY RIP</p> <p>1</p> <p>2 [W] E T T E S</p> <p>"STACK"</p> <p>← (H)</p> <p>ALERT PINCH</p> <p>STACK</p>
<p>MOLLY, LUCY ROBERT</p> <p>1 M</p> <p>2 [W] E T T S E</p> <p>"ODD"</p> <p>← (H)</p> <p>OVER SINK</p>	<p>TROLLY LT IN ROBERT</p> <p>W M S</p> <p>E T T E</p> <p>"EVEN"</p> <p>← (H)</p> <p>OVER SWIM</p> <p>CENTER PUT DEFENSE IN EVEN CATEGORY</p>
<p>TROLLY RT IN CK ZONE S/S</p> <p>1</p> <p>2 [B] W E N M E S</p> <p>"UNDER"</p> <p>← (H)</p> <p>ALERT PINCH</p> <p>34 UNDER WINK</p>	<p>TROLLY MIDDLE</p> <p>1</p> <p>2 [W] E T T E S</p> <p>"EVEN"</p> <p>← (H)</p> <p>ALERT PINCH</p> <p>WINK</p>
<p>1 W</p> <p>E T T E M S</p> <p>← (H)</p> <p>BEAR</p>	<p>1 M</p> <p>W T T E S E</p> <p>← (H)</p> <p>OVER BEAR</p>
<p>LESTER FAN ZONE</p> <p>[M]</p> <p>E T T E S W</p> <p>"CUB"</p> <p>← (H)</p> <p>ALERT PINCH</p> <p>CUB SWITCH</p>	<p>LIZ M ROBERT</p> <p>[W] M S</p> <p>E T T E</p> <p>"SLOW"</p> <p>← (H)</p> <p>42 EVEN</p>
<p>MOLLY, LUCY ROBERT SAM</p> <p>1 M</p> <p>2 [W] E T T E S</p> <p>"OVER"</p> <p>← (H)</p> <p>42 OVER</p>	<p>LIZ MIKE ROBERT SAM</p> <p>[W] M S</p> <p>E T T E</p> <p>"UNDER"</p> <p>← (H)</p> <p>42 UNDER</p>

PROTECTION: 370 (371)

DUAL READ WEAK



**DESCRIPTION:**

This is a Weakside Dual Protection allowing the HB & FB to free release. The TE is responsible for Sam. If he does not rush he is free to release. He must tell the tackle he is in with a "Slow" call. The Weakside Guard, if uncovered, has a Dual Read from Mike to Will to any blitzing DB. The FB is usually the Hot receiver when we have one more rusher than offensive line protectors weak. He could be Hot off Will or Mike & Will.

QB

3 step drop.

F

Free Release Weakside.

H

Free Release Weakside—Alert Hot.

**BACKSIDE**

**FRONTSIDE**

Block #1, Alert Rt-Lt In. Alert Robert -Larry.  
Alert Swoop.

Block #2. Alert Robert, Larry,  
Slow Rip-Liz, Fan Zone, Swoop.

Block Sam. Give "Slow" call to tackle.  
Alert Squeeze. Alert "D" call.  
Alert Fan Zone.  
Alert Swoop. No rush release.

C

Block #0 to Mike. If uncovered, block Mike with Middle, Rip-Liz calls. If covered, Alert Rt-Lt In calls.

G

Block #1. If #1 is LB, Molly or Lucy. Alert for Rip-Liz Pinch calls.

T

Block #2. If #2 is LB, Trolly. Alert Leo, Rocko. Alert Pinch.

Y

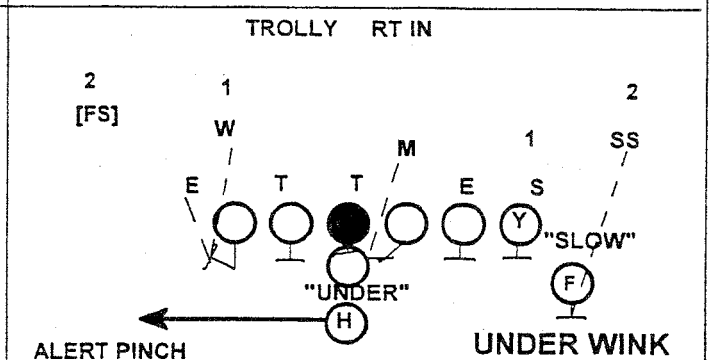
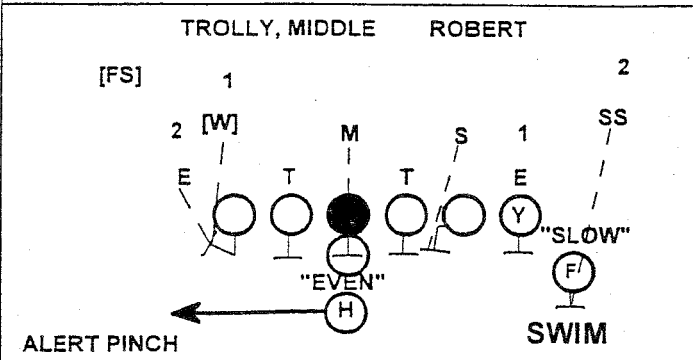
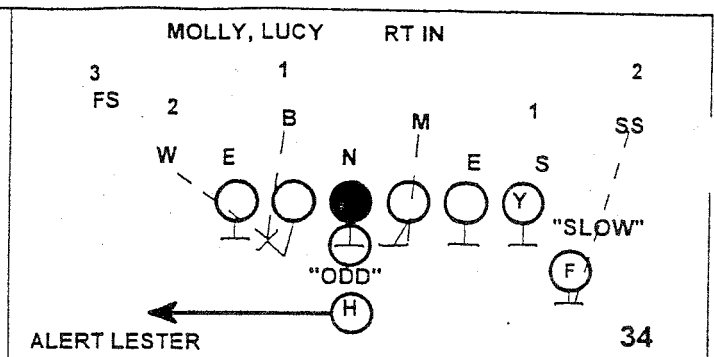
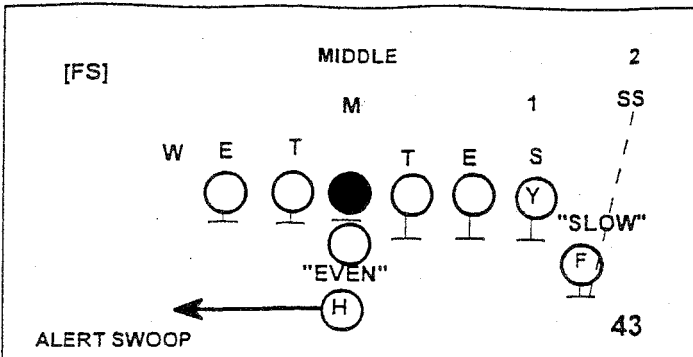
No Rush-Release



<p>MOLLY, LUCY</p> <p>1 M</p> <p>2 [W] E T T E S</p> <p>"OVER"</p> <p>"SLOW"</p> <p>← (H)</p> <p>OVER</p>	<p>TROLLY RIP</p> <p>1</p> <p>2 [W] E T T E S</p> <p>"STACK"</p> <p>"SLOW"</p> <p>← (H)</p> <p>ALERT PINCH</p> <p>STACK</p>
<p>MOLLY, LUCY ROBERT</p> <p>1 M</p> <p>2 [W] E T T S E</p> <p>"ODD"</p> <p>"SLOW"</p> <p>← (H)</p> <p>OVER SINK</p>	<p>TROLLY LT IN ROBERT</p> <p>W M S</p> <p>E T T E</p> <p>"EVEN"</p> <p>"SLOW"</p> <p>← (H)</p> <p>OVER SWIM</p> <p>CENTER PUT DEFENSE IN EVEN CATEGORY</p>
<p>TROLLY RT IN CK ZONE S/S</p> <p>1</p> <p>2 [B] W E N M E S</p> <p>"UNDER"</p> <p>"SLOW"</p> <p>← (H)</p> <p>34 UNDER WINK</p>	<p>TROLLY MIDDLE</p> <p>1</p> <p>2 [W] E T M T E S</p> <p>"EVEN"</p> <p>"SLOW"</p> <p>← (H)</p> <p>ALERT PINCH</p> <p>WINK</p>
<p>W</p> <p>E T T E M S</p> <p>FAN</p> <p>← (H)</p> <p>POSSIBLE PINCH</p> <p>BEAR</p>	<p>SS M</p> <p>W T T E S E</p> <p>FAN</p> <p>← (H)</p> <p>POSSIBLE PINCH</p> <p>OVER BEAR</p>
<p>LESTER FAN ZONE</p> <p>[M]</p> <p>E T T E S W</p> <p>"CUB"</p> <p>← (H)</p> <p>ALERT PINCH</p> <p>CUB SWITCH</p>	<p>LIZ M ROBERT</p> <p>[W] M S</p> <p>E T T E</p> <p>"SLOW"</p> <p>← (H)</p> <p>42 EVEN</p>
<p>MOLLY, LUCY ROBERT SAM</p> <p>1 M</p> <p>2 [W] E T T S E</p> <p>"OVER"</p> <p>"SLOW"</p> <p>← (H)</p> <p>42 OVER</p>	<p>LIZ MIKE ROBERT SAM</p> <p>[W] M S</p> <p>E T T E</p> <p>"UNDER"</p> <p>"SLOW"</p> <p>← (H)</p> <p>42 UNDER</p>

# PROTECTION: 70 (71) BOOM

# DUAL READ WEAK



## DESCRIPTION:

A weak side dual protection. The same as 70 Protection with an additional blocker strongside. (Boom) H will handle Hot weakside.

QB

5-step or 7-step drop, determined by pattern called. Remaining back handles Hot. Weakside Dual Read. Alert Hot Weak.

F

Boom protection puts f on #4 strong!! Release into route w/ no threat!!.

H

Free Release Weakside--Alert Hot.

## BACKSIDE

## FRONTSIDE

Block #1, Alert Rt-Lt In. Alert Robert -Larry. Alert Swoop.

Block #2, Alert Robert, Larry, Slow Rip-Liz, Fan Zone, Swoop.

Block Sam. Give "Slow" call to tackle. Alert Squeeze. Alert Fan Zone. Alert Swoop. No rush release.

C

Block #0 to Mike. If uncovered, block Mike with Middle, Rip-Liz calls. If covered, Alert Rt-Lt In calls.

G

Block #1. If #1 is LB, Molly or Lucy. Alert for Rip-Liz Pinch calls.

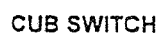
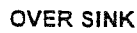
T

Block #2. If #2 is LB, Trolley. Alert Pinch.

Y

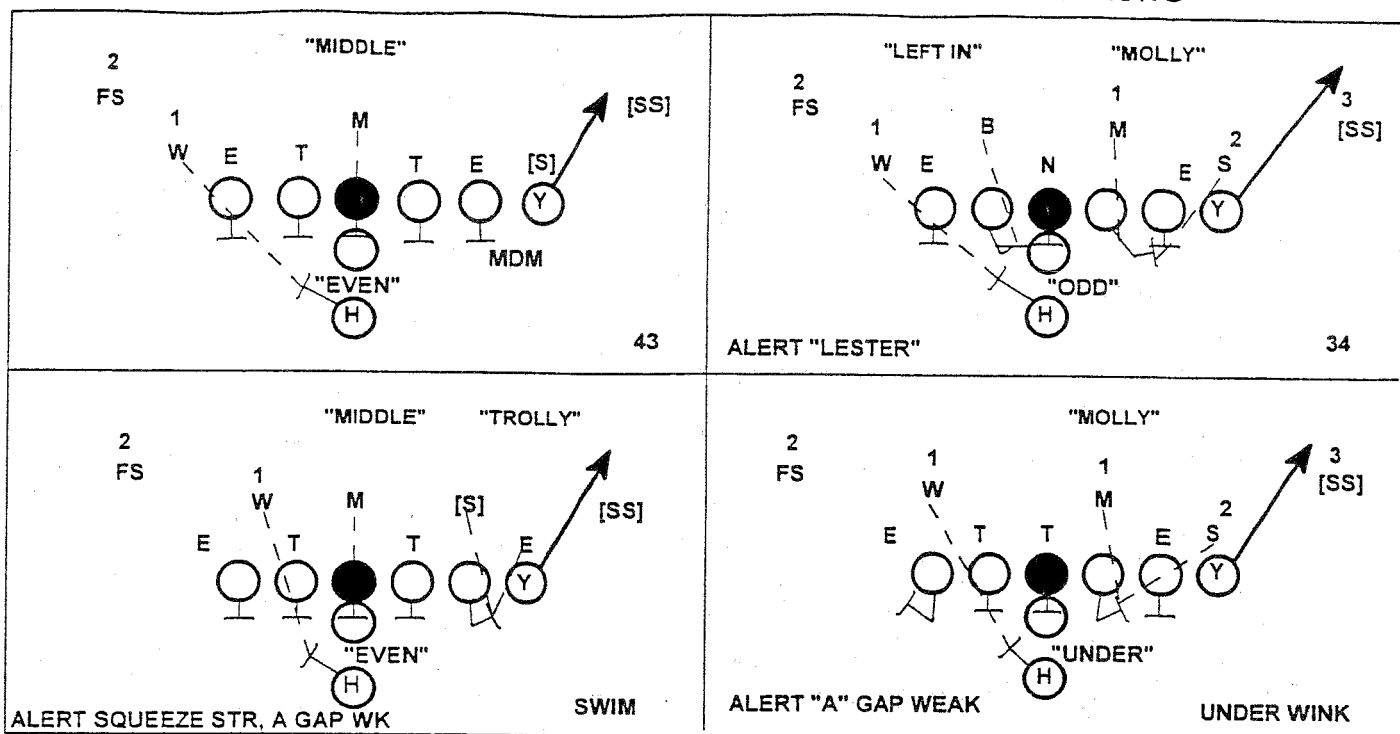
No Rush-Release

DUAL READ WEAK



PROTECTION: 72 (73) 76 (77)

DUAL READ STRONG



#### DESCRIPTION:

This is a strongside Dual Read allowing the TE to free release. The Back's blocking responsibility is the Will. With some 3-4 fronts it is Buck. If the LB does not come he has a free release. The strongside guard, if uncovered, has a Dual Read from the Mike to Sam or any blitzing DB. The TE is usually the Hot when we have one more rusher than we do protectors to the strongside. Hot off Sam or both Mike and Sam.

72 (73) is a 5-step drop pattern.  
76 (77) is a 7-step drop pattern.  
372 (373) is a 3-step drop pattern.

QB

5-step on 72 (73), 7-step on 76 (77).  
Strongside Dual Read. Alert Hot strong / blitz sight adjust weak. Y handles Hot.

F

Free Release.

H

Block Will to FS; Alert Fan/"A" gap.

## BACKSIDE

Block #1. Alert Right-Left In calls. Alert Ralph-Lester. Alert A Gap calls. Possible Rip-Liz to Mike.

Block #2. If #2 is LB Ralph-Lester.

## FRONTSIDE

C

Block #0 to Mike. Alert Middle, Rip-Liz calls.

G

Block #1. If uncovered Molly, Ricky-Lucy Mike to Sam. Possible Rip-Liz calls.

T

Block #2. Alert Trolly vs. Sink.

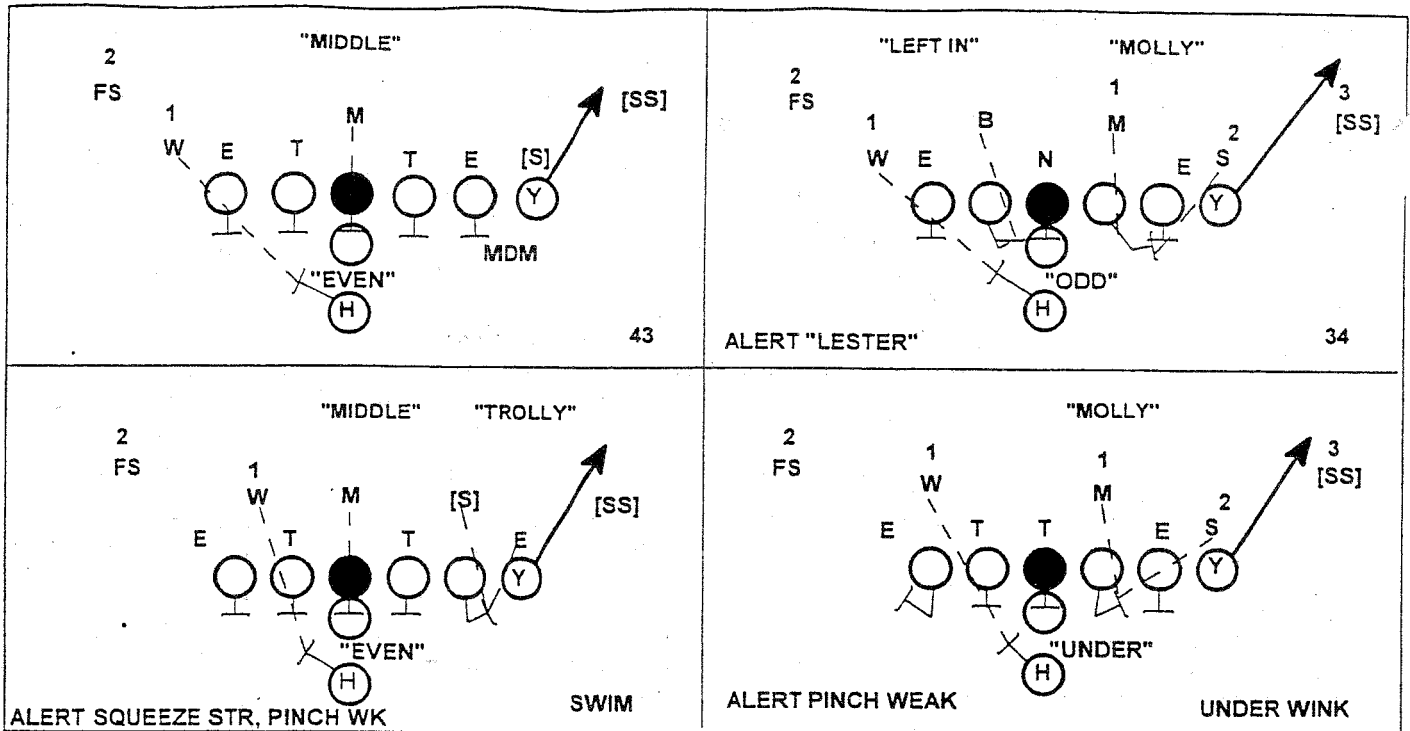
Y

Release into route. Alert possible HOT.

<p>"LEFT IN"</p> <p>OVER</p>	<p>"RIP"</p> <p>ALERT "A" GAP WK</p> <p>STACK</p>
<p>"LEFT IN"</p> <p>ALERT SQUEEZE STR</p> <p>OVER SINK</p>	<p>"LEFT IN" "TROLLY"</p> <p>ALERT SQUEEZE STR</p> <p>OVER SWIM</p>
<p>"MOLLY"</p> <p>ALERT "A" GAP WK</p> <p>34 UNDER WINK</p>	<p>"MIDDLE"</p> <p>ALERT "A" GAP WK</p> <p>WINK</p>
<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, "A" GAP WK</p> <p>BEAR</p>	<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, "A" GAP WK</p> <p>OVER BEAR</p>
<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, "A" GAP WK</p> <p>CUB SWITCH</p>	<p>"LIZ"</p> <p>ALERT SQUEEZE</p> <p>42 EVEN</p>
<p>"LEFT IN" "TROLLY"</p> <p>ALERT SQUEEZE</p> <p>40 OVER</p>	<p>"LIZ"</p> <p>ALERT SQUEEZE</p> <p>42 UNDER</p>

PROTECTION: 372 (373)

DUAL READ STRONG



DESCRIPTION:

This is a strongside Dual Read allowing the TE to free release. The Back's blocking responsibility is the Will. With some 3-4 fronts it is Buck. If the LB does not come he has a free release. The strongside guard, if uncovered, has a Dual Read from the Mike to Sam or any blitzing DB. The TE is usually the Hot when we have one more rusher than we do protectors to the strongside. Hot off Sam or both Mike and Sam.

QB

3-step Strongside Dual Read.

F

Free Release.

H

Block Will to FS; Alert Fan/"A" gap.

BACKSIDE

Block #1. Alert Right-Left In calls. Alert Ralph-Lester. Possible Rip-Liz to Mike.

Block #2. If #2 is LB Ralph-Lester.

FRONTSIDE

C

Block #0 to Mike. Alert Middle, Rip-Liz calls.

G

Block #1. If uncovered Molly, Ricky-Lucy Mike to Sam. Possible Rip-Liz calls.

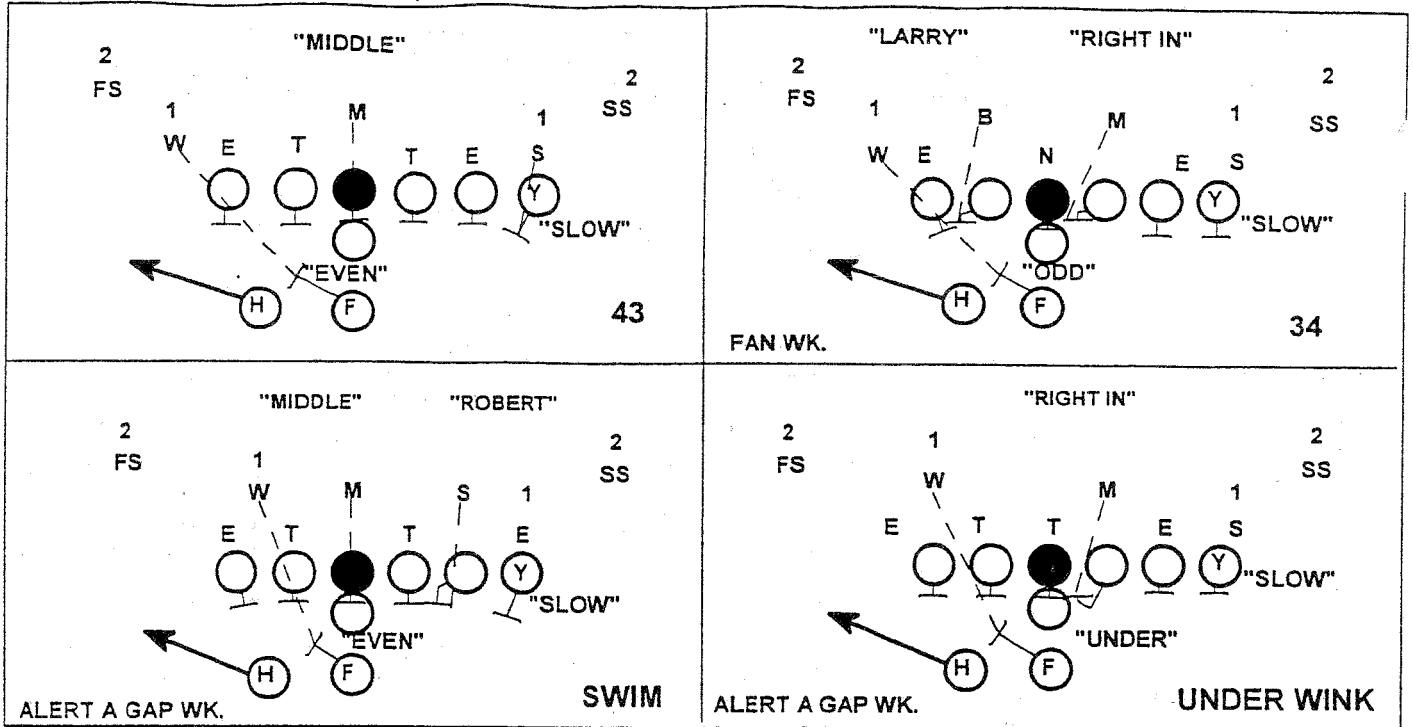
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Block #2. Alert Trolly vs. Sink.

Y

Release into route.

<p>"LEFT IN"</p> <p>OVER</p>	<p>"RIP"</p> <p>ALERT PINCH WK</p> <p>STACK</p>
<p>"LEFT IN"</p> <p>ALERT SQUEEZE STR</p> <p>OVER SINK</p>	<p>"LEFT IN" "TROLLY"</p> <p>ALERT SQUEEZE STR</p> <p>OVER SWIM</p>
<p>"MOLLY"</p> <p>ALERT PINCH WK</p> <p>34 UNDER WINK</p>	<p>"MIDDLE"</p> <p>ALERT PINCH WK</p> <p>WINK</p>
<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, PINCH WK</p> <p>BEAR</p>	<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, PINCH WK</p> <p>OVER BEAR</p>
<p>"TROLLY"</p> <p>ALERT SQUEEZE STR, PINCH WK</p> <p>CUB SWITCH</p>	<p>"LIZ"</p> <p>ALERT SQUEEZE</p> <p>42 EVEN</p>
<p>"LEFT IN" "TROLLY"</p> <p>ALERT SQUEEZE</p> <p>42 OVER</p>	<p>"LIZ"</p> <p>42 UNDER</p>



**DESCRIPTION:**

This is our basic protection with the TE and remaining back having blocking responsibility for the Sam and Will. If Sam and/or Will do not rush TE and remaining back are free to release into the pattern. There are no dual reads or Hot Rec.

74 (75) is a 5-step drop pattern.  
78 (79) is a 7-step drop pattern.  
374 (375) is a 3-step drop pattern.

**QB**

5-step drop on 74 (75). 7-step drop on 78 (79).  
Solid Protection, Alert Sight Adjust / Alert Bear.

**F**

Block Will to FS; Alert Fan / A Gap.

**H**

Free Release

**BACKSIDE**

**FRONTSIDE**

Block #1. Alert Right-Left In. Alert Ralph-Lester. Alert "A Gap" calls. Possible Rip-Liz to Mike.

Block #2. If #2 LB (Wink) call Ralph-Lester.

**C**

Block #0 to Mike. Alert Middle, Rip-Liz calls. Right -Left In vs. Center covered. If both Guards uncovered possible Robert-Larry, Ralph-Lester weak.

**G**

Block #1. Alert Right-Left In calls. Alert Rip-Liz. Alert Robert-Larry with Tackle vs. Sink.

**T**

Block #2. Alert Robert-Larry call with Guard vs. Sink. Alert Fan Zone.

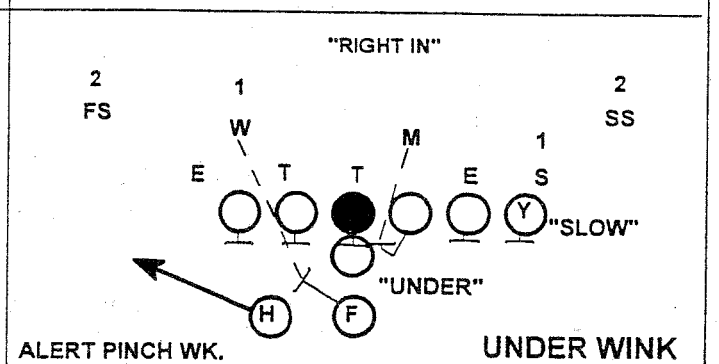
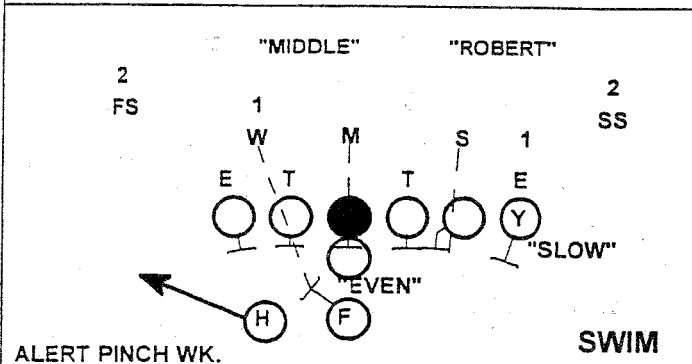
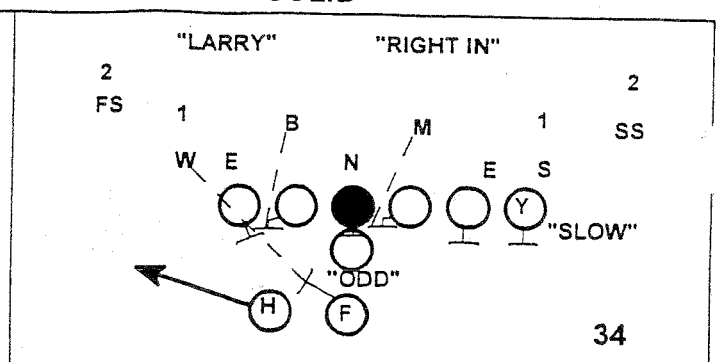
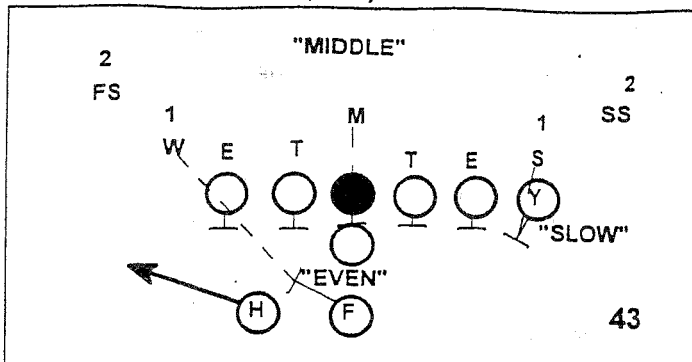
**Y**

Block #3. Call Slow. Alert MDM vs. Bear. Fan Zone Vs. Cub Switch.



<p>"LEFT IN"</p> <p>OVER</p>	<p>"RIP"</p> <p>SS</p> <p>ALERT A GAP WK.</p> <p>STACK</p>
<p>"LEFT IN" "ROBERT"</p> <p>OVER SINK</p>	<p>"LT IN" "ROBERT"</p> <p>ALERT SQUEEZE STR</p> <p>OVER SWIM</p>
<p>"RIGHT IN"</p> <p>ALERT A GAP WK.</p> <p>34 UNDER WINK</p>	<p>"MIDDLE"</p> <p>ALERT A GAP WK.</p> <p>WINK</p>
<p>FAN</p> <p>ALERT SQUEEZE STR, "A" GAP WK</p> <p>BEAR</p>	<p>FAN</p> <p>ALERT SQUEEZE STR, "A" GAP WK</p> <p>OVER BEAR</p>
<p>"FAN ZONE"</p> <p>ALERT SQUEEZE STR, "A" GAP WK</p> <p>CUB SWITCH</p>	<p>"ROBERT"</p> <p>42 EVEN</p>
<p>"LEFT IN" "ROBERT"</p> <p>42 OVER</p>	<p>"LIZ"</p> <p>42 UNDER</p>

**SOLID**



**DESCRIPTION:**

This is our basic protection with the TE and remaining back having blocking responsibility for the Sam and Will. If Sam and/or Will do not rush TE and remaining back are free to release into the pattern. There are no dual reads or Hot Rec.

74 (75) is a 5-step drop pattern.

QB

3-step drop.

F

Block Will to FS; Alert Lester-Ralph, Pinch-Squeeze.

## H

Free Release

# BACKSIDE

Block #1. Alert Right-Left In. Alert  
Ralph-Lester. Possible Rip-Liz to Mike.

Block #2. If #2 LB (Wink) call Ralph-Lester.

# FRONTSIDE

Block #0 to Mike. Alert Middle, Rip-Liz calls.  
Right -Left In vs. Center covered. If both Guards  
uncovered possible Robert-Larry, Ralph-Lester  
weak.

Block #1. Alert Right-Left In calls. Alert Rip-Liz.  
Alert Robert-Larry with Tackle vs. Sink.

Block #2. Alert Robert-Larry call  
with Guard vs. Sink. Alert Fan Zone.

Block #3. Call Slow. Ck. Alert MDM vs. Bear.  
Fan Zone Vs. Cub Switch.

C

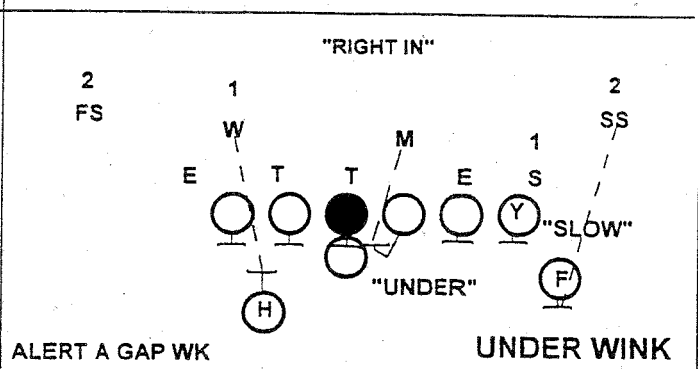
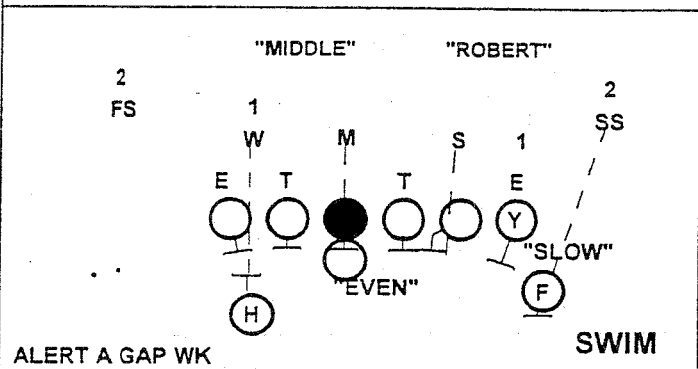
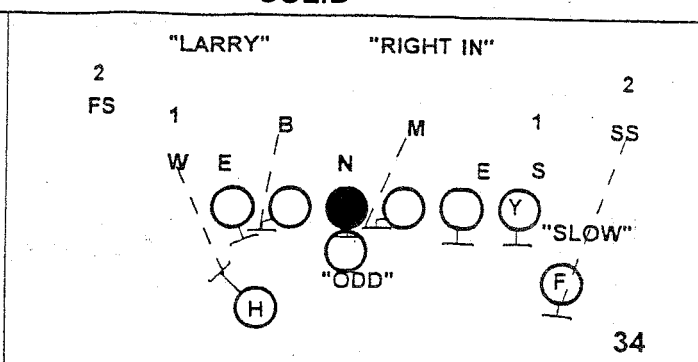
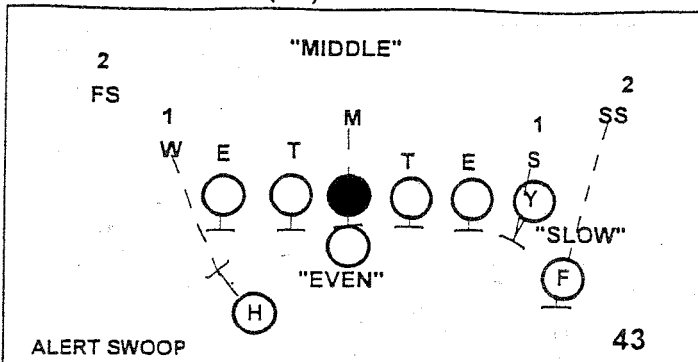
**G**

**T**

Y

# PROTECTION: 74 (75) BOOM

## SOLID



### DESCRIPTION:

The same protection as 74 (75), 78 (79) but with an additional blocker strongside (Boom). An Eight Man protection.

QB

5-step drop on 74 (75) Boom. 7-step drop on 78 (79) Boom. Solid Protection, W/ additional blocker str-side (Boom).

F

Boom protection puts F on #4 strong!! Release into route if there is no threat!!

H

Block Will to FS; Alert Lester-Ralph/ A Gap.

## BACKSIDE

## FRONTSIDE

Block #1. Alert Right-Left In. Alert Ralph-Lester. Alert "A Gap" calls. Possible Rip-Liz to Mike.

Block #2. If #2 LB (Wink) call Ralph-Lester.

C

Block #0 to Mike. Alert Middle, Rip-Liz calls. Right -Left In vs. Center covered. If both Guards uncovered possible Robert-Larry, Ralph-Lester weak.

G

Block #1. Alert Right-Left In calls. Alert Rip-Liz. Alert Robert-Larry with Tackle vs. Sink.

T

Block #2. Check Zone S/S. Alert Robert-Larry call with Guard vs. Sink. Alert Fan Zone.

Y

Block #3. Call Slow. Fan Zone Vs. Cub Switch.

PROTECTION: 374(375)

SOLID

<p>"LEFT IN"</p> <p>OVER</p>	<p>"RIP"</p> <p>SS</p> <p>STACK</p>
<p>"LEFT IN" "ROBERT"</p> <p>OVER SINK</p>	<p>"LT IN" "ROBERT"</p> <p>OVER SWIM</p>
<p>"RIGHT IN"</p> <p>34 UNDER WINK</p>	<p>"MIDDLE"</p> <p>WINK</p>
<p>FAN</p> <p>BEAR</p>	<p>FAN</p> <p>OVER BEAR</p>
<p>"FAN ZONE"</p> <p>CUB SWITCH</p>	<p>"ROBERT"</p> <p>42 EVEN</p>
<p>"LEFT IN" "ROBERT"</p> <p>42 OVER</p>	<p>"LIZ"</p> <p>42 UNDER</p>

# PROTECTION: 74(75) BOOM

# SOLID

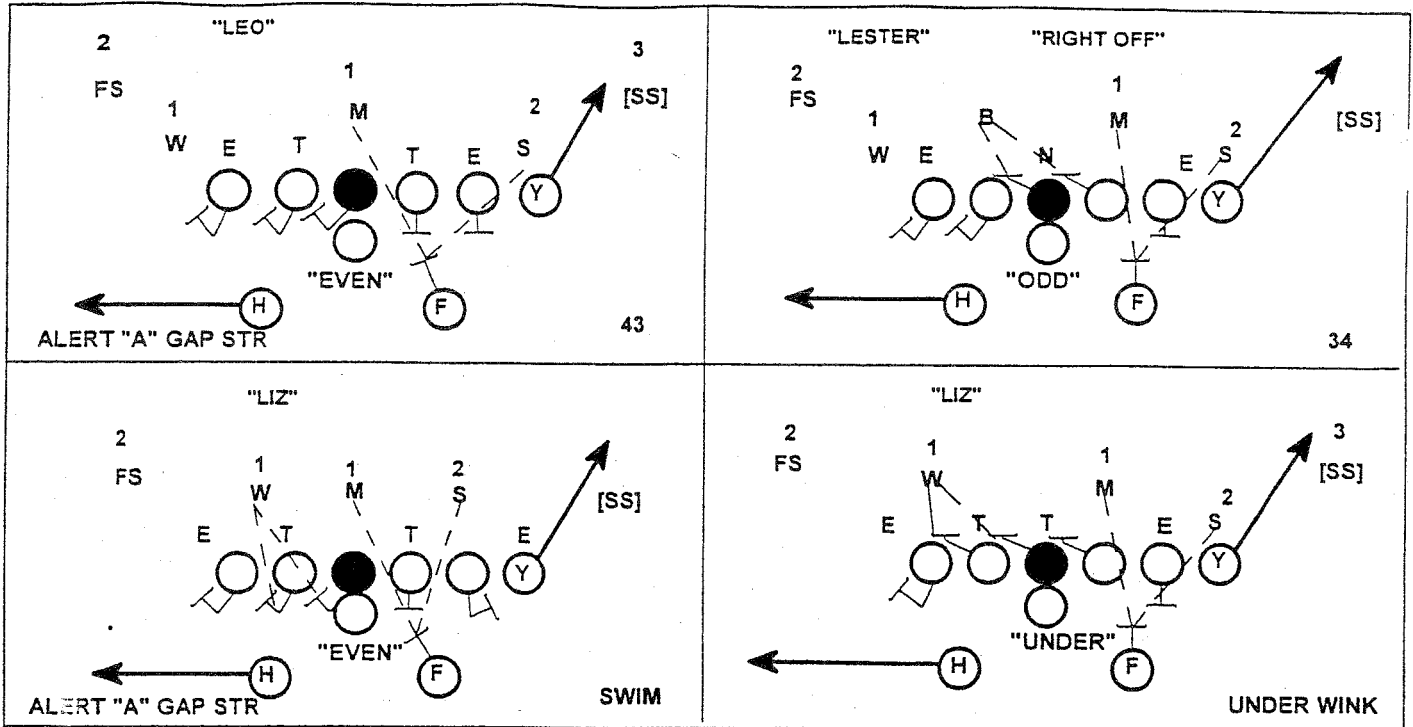
<p>"LEFT IN"</p> <p>OVER</p>	<p>"RIP"</p> <p>SS</p> <p>STACK</p>
<p>"LEFT IN" "ROBERT"</p> <p>OVER SINK</p>	<p>"LT IN" "ROBERT"</p> <p>OVER SWIM</p>
<p>"RIGHT IN"</p> <p>34 UNDER WINK</p>	<p>"MIDDLE"</p> <p>WINK</p>
<p>"ROBERT"</p> <p>BEAR</p>	<p>"ROBERT"</p> <p>OVER BEAR</p>
<p>"ROBERT"</p> <p>CUB SWITCH</p>	<p>"ROBERT"</p> <p>42 EVEN</p>
<p>"LEFT IN" "ROBERT"</p> <p>42 OVER</p>	<p>"LIZ"</p> <p>42 UNDER</p>



# **80 SERIES**

PROTECTION: 82 (83) 86 (87)

TURN DUAL STRONG



#### DESCRIPTION:

This is a Weakside Turn away from the TE, with the line accounting for the Will. The FB has a Dual Read from Mike to Sam. If a LB does not rush he is free to release. The TE is the Hot, when Mike & Sam rush.

82 (83) is a 5-step drop pattern.  
86 (87) is a 7-step drop pattern.  
382 (383) is a 3-step drop pattern.

QB

F

H

5-step drop on 82 (83), 7-step drop on 86 (87).  
Turn Protection Weak. Remaining Back Dual Read Strong.  
TE will handle Hot.

Block Mike to Sam to SS.

Free Release

BACKSIDE

FRONTSIDE

Block #2. Possible Rip-Liz, Ralph-Lester and Rocko-Leo calls. Possible Read It vs. Over tilt.

Block #3. Alert Rip-Liz, Ralph-Lester and

C

G

T

Y

Block #1 weak. Make Rip-Liz, Right-Left Off or Rocko-Leo calls. Possible Solo call if Mike Minus front. Alert Rip-Liz Angle vs. Bear / Cub.

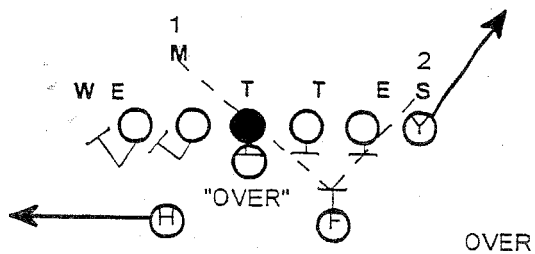
Uncovered - block #0 unless Ralph-Lester call from Tackle vs. Over Sin. Covered block #1. Alert "A Gap" calls. Alert Rip-Liz Angle vs. Bear / Cub.

Block DE. Vs. Sink block Ralph-Lester. Ralph-Lester vs. Over Sin. Alert Rip-Liz Angle call vs. Cub

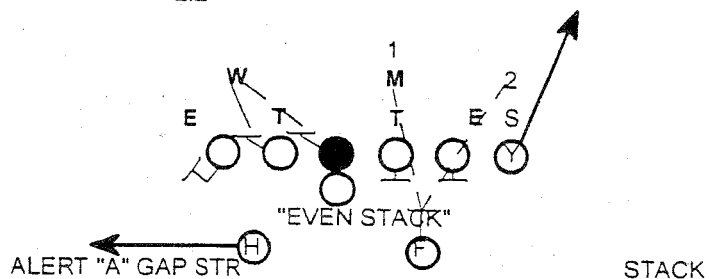
Release into route. Hot Off Sam & Mike



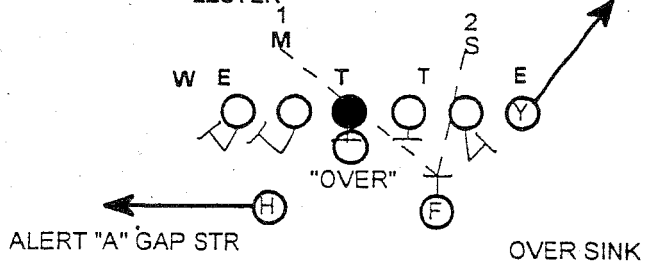
"LESTER"



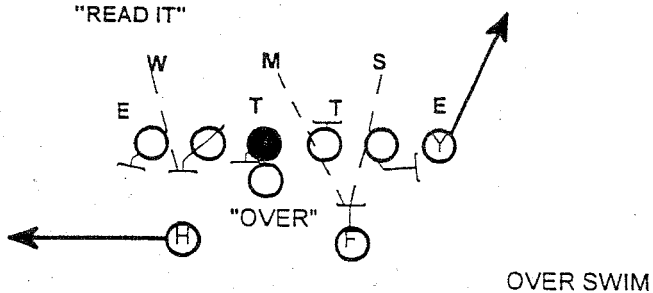
"LIZ"



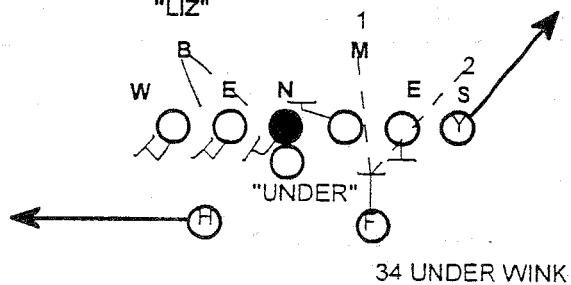
"LESTER"



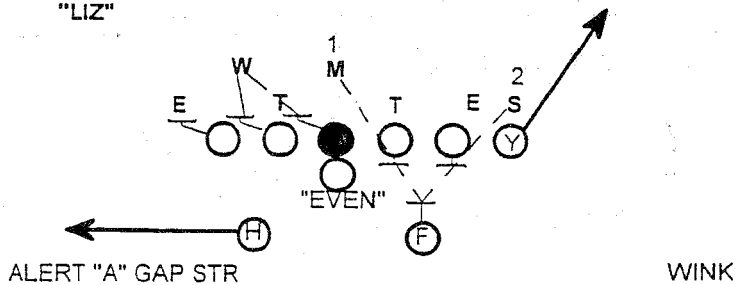
"READ IT"



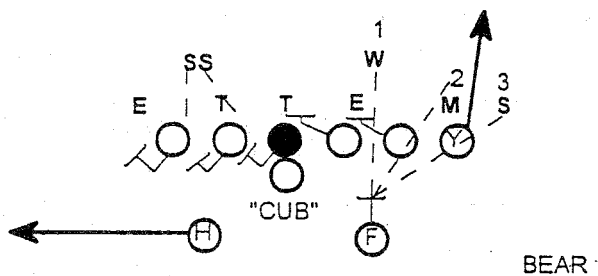
"LIZ"



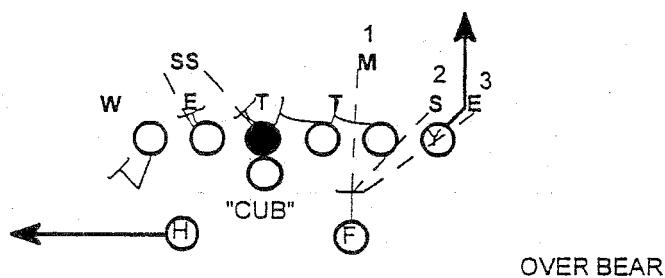
"LIZ"



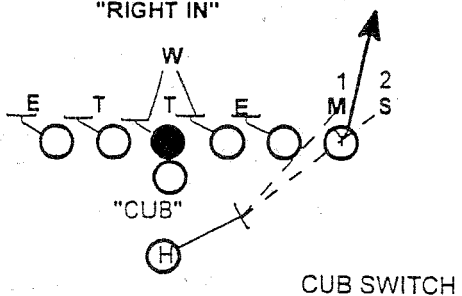
"LIZ ANGLE"



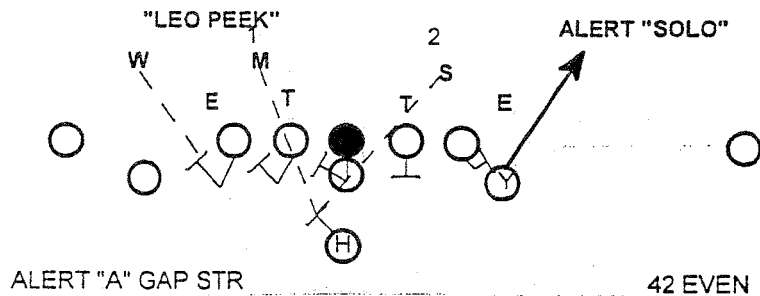
"LIZ ANGLE"



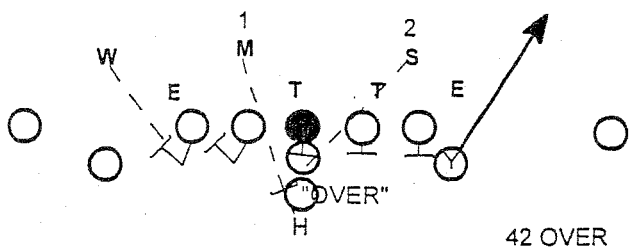
"RIGHT IN"



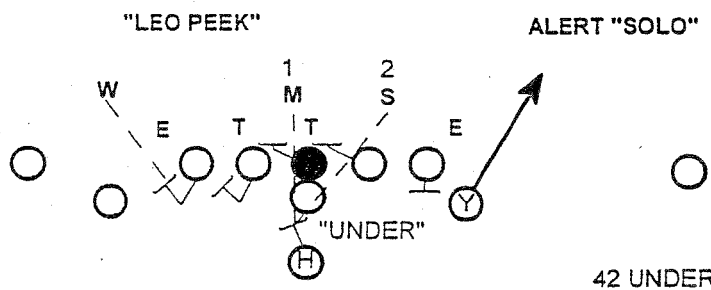
"LEO PEEK"



"LESTER"

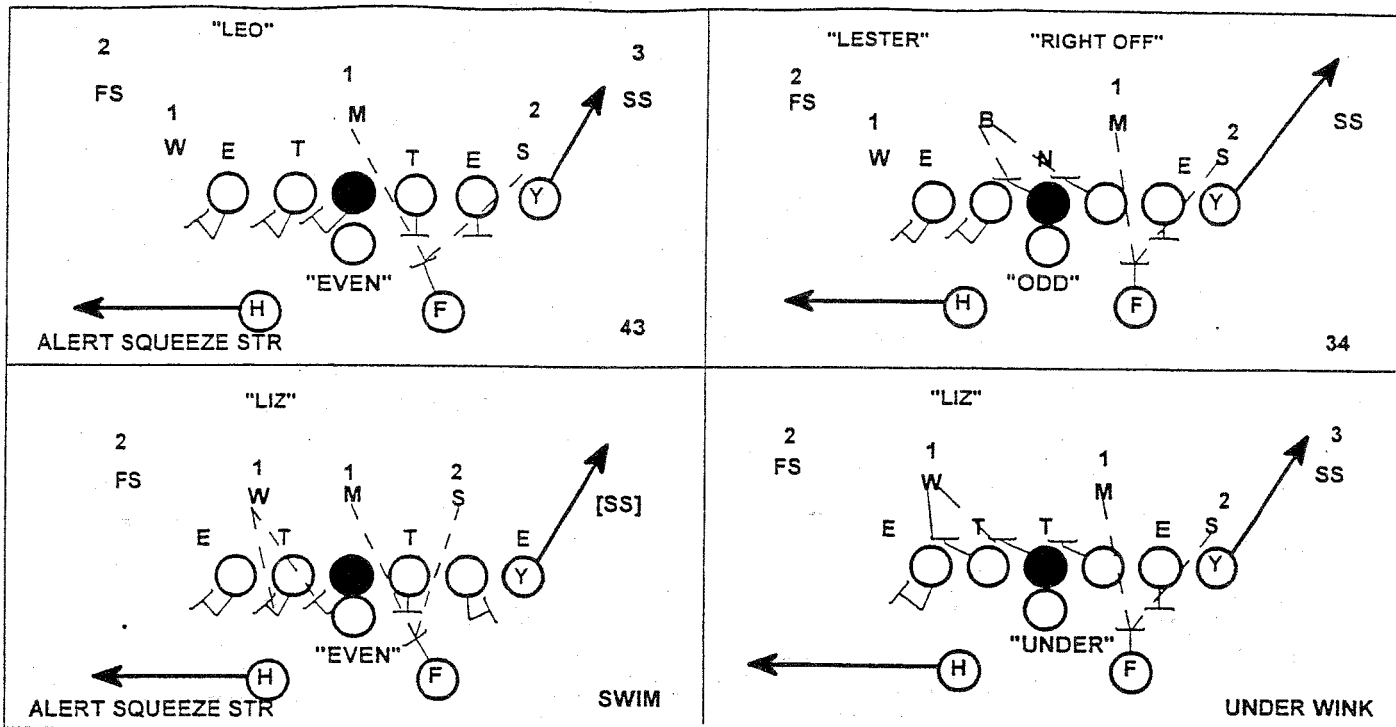


"LEO PEEK"



PROTECTION: 382 (383)

TURN DUAL STRONG



#### DESCRIPTION:

This is a Weakside Turn away from the TE, with the line accounting for the Will. The FB has a Dual Read from Mike to Sam. If a LB does not rush he is free to release.

382 (383) is a 3-step drop pattern.

QB

3-step drop Turn Protection Weak.  
Remaining Back Dual Read Strong.

F

Block Mike to Sam to SS.

H

Free Release

## BACKSIDE

## FRONTSIDE

Block #2. Possible Rip-Liz, Ralph-Lester and Possible Read It vs. Over tilt.

Block #3. Alert Rip-Liz, Ralph-Lester.

C

Block #1 weak. Make Rip-Liz, Right-Left Off or Rocko-Leo calls. Possible Solo call if Mike Minus front. Alert Rip-Liz Angle vs. Bear / Cub.

G

Uncovered - block #0 unless Ralph-Lester call from Tackle vs. Over Sin. Covered block #1. Alert "Squeeze" calls. Alert Rip-Liz Angle vs. Bear / Cub.

T

Block DE. Vs. Sink block Ralph-Lester. Ralph-Lester vs. Over Sin. Alert Rip-Liz Angle call vs. Cub

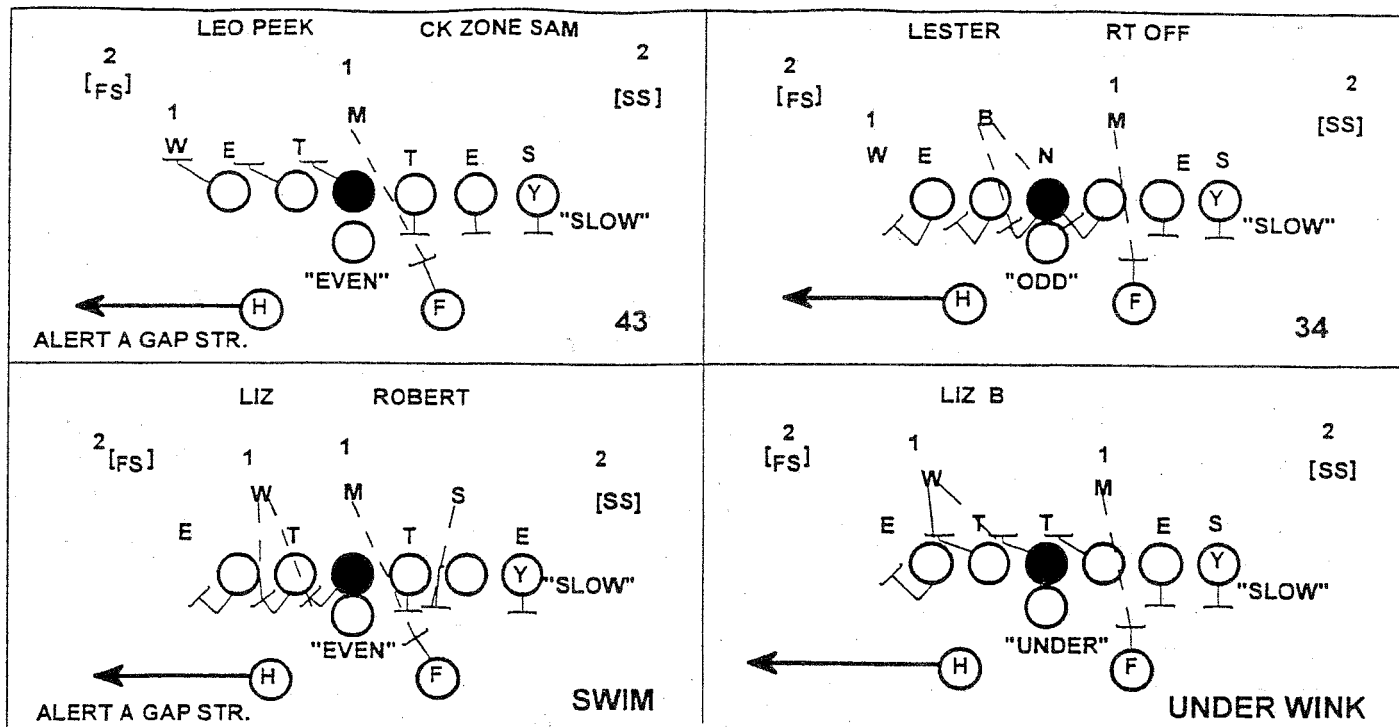
Y

Release into route.

<p>"LESTER"</p> <p>OVER</p>	<p>"LIZ"</p> <p>STACK</p>
<p>"LESTER"</p> <p>OVER SINK</p>	<p>"READ IT"</p> <p>OVER SWIM</p>
<p>"LIZ"</p> <p>34 UNDER WINK</p>	<p>"LIZ"</p> <p>WINK</p>
<p>"LIZ ANGLE"</p> <p>BEAR</p>	<p>"LIZ ANGLE"</p> <p>OVER BEAR</p>
<p>"RIGHT IN"</p> <p>CUB SWITCH</p>	<p>"LEO PEEK"</p> <p>42 EVEN</p>
<p>"LESTER"</p> <p>42 OVER</p>	<p>"LEO PEEK"</p> <p>42 UNDER</p>

PROTECTION: 84 (85) 88 (89)

TURN SOLID



**DESCRIPTION:**

This is a Weakside Slide away from the TE, the TE has Sam and the remaining back has Mike. The line is responsible for the Will. If the Sam does not rush the TE is free to release. If the Mike does not rush the back is free to release.

84 (85) is a 5-step drop pattern.  
88 (89) is a 7-step drop pattern.  
384 (385) is a 3-step drop pattern.

**QB**

5-step drop on 84 (85), 7-step drop on 88 (89). Alert Sight Adjust. Slide / solid seven-man protection.

**F**

Block Mike to SS.

**H**

Free Release

**BACKSIDE**

**FRONTSIDE**

Same as 82 (83) Protection.

**C**

Same as 82 (83) Protection.

**G**

Same as 82 (83) Protection.  
Alert Robert / Larry call from tackle

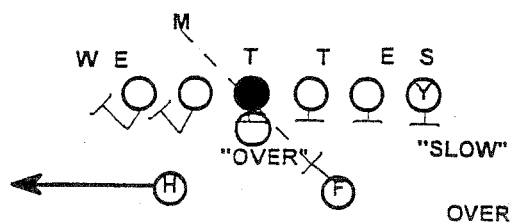
**T**

Block DE. If uncovered, Alert Robert / Larry. Alert Go.  
Alert Slow call by TE. Alert Cub call & Angle.

**Y**

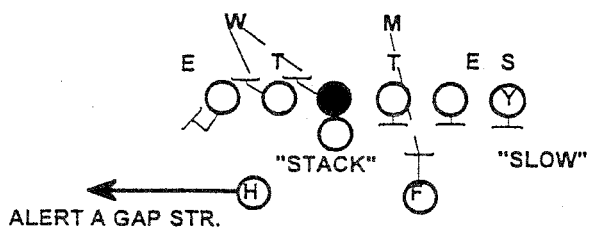
Block #3. Give "Slow" call to tackle.  
Alert Robert / Larry. Alert Out call vs. Bear.

LESTER OR READ IT



OVER

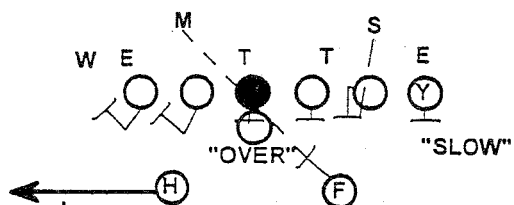
LIZ



STACK

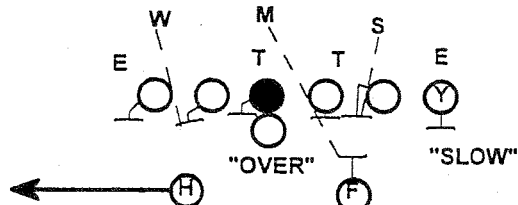
LESTER OR READ IT

ROBERT



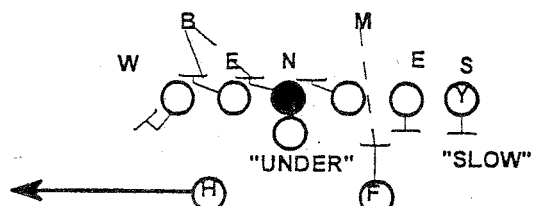
OVER SINK

READ IT ROBERT



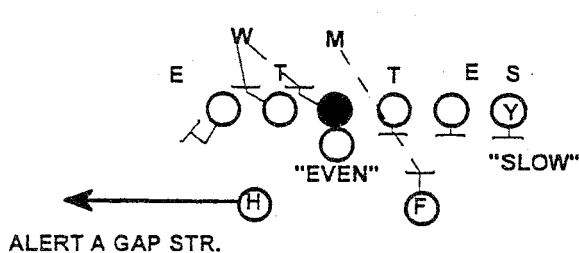
OVER SWIM

LIZ W



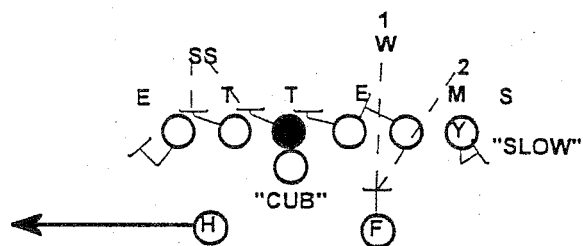
34 UNDER WINK

LIZ



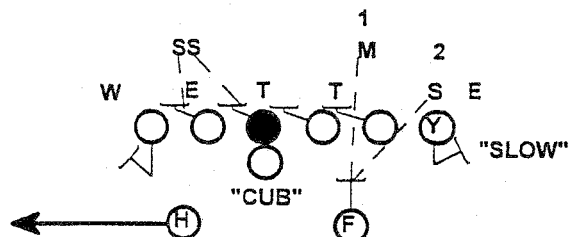
WINK

LIZ ANGLE S/S



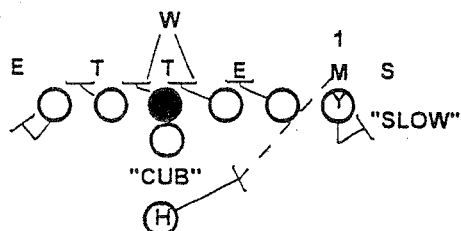
BEAR

LIZ ANGLE S/S



OVER BEAR

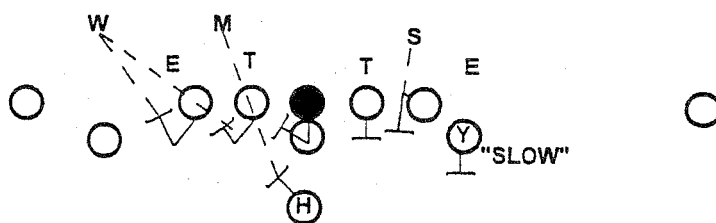
RT IN ANGLE OUT



CUB SWITCH

ALERT "SOLO"

LEO PEEK ROBERT



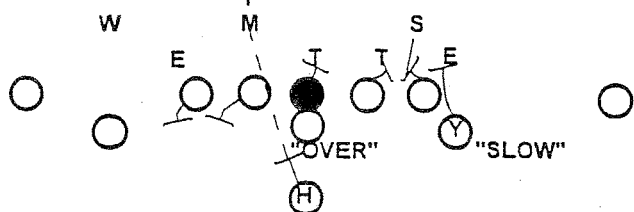
42 EVEN

ALERT "SOLO"

LESTER

READ IT

ROBERT S



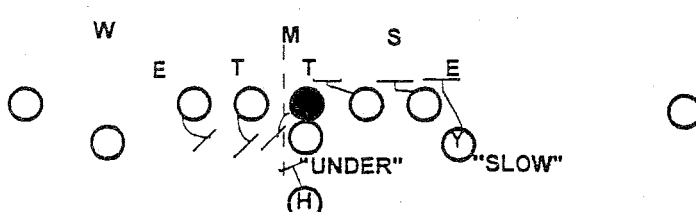
ALERT LEE

42 OVER

ALERT "SOLO"

LEO PEEK

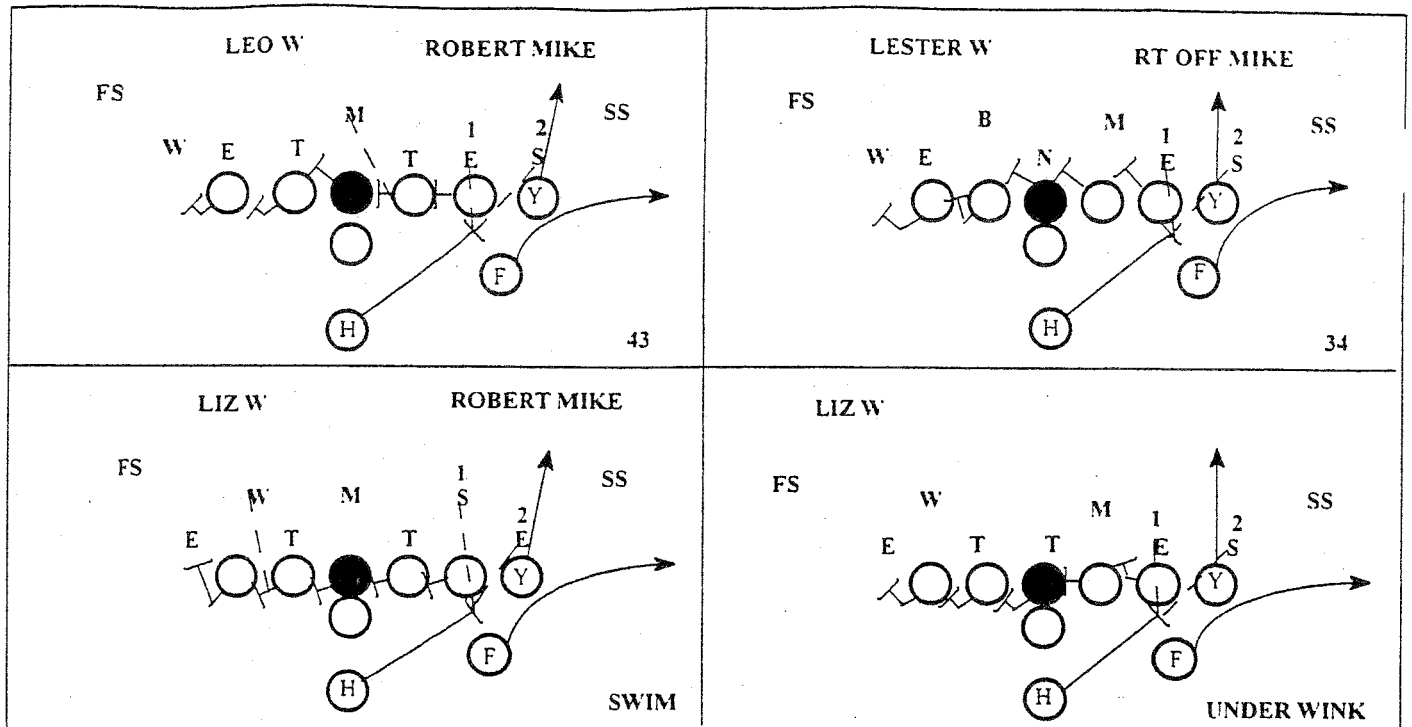
ROBERT S



42 UNDER



# 90 SERIES



**DESCRIPTION:**

This is a gap protection where the line accounts for the two DT's, Weakside End, Mike, and Will.

QB

**5-step drop with Full Gap protection. Alert hot off of Sam LB Dog.**

F

**Free release - Alert for Hot throw in 2 Back sets.**

H

**Block MDM on hip of Tackle (Str. LB or Def. End).**

## BACKSIDE

## 82 Protection Rules.

## 82 Protection Rules.

# FRONTSIDE

C

**82 Protection rules. Vs. Over - You, FSG, and FST have Nose, DT, and Mike.**

G

82 Protection rules except if covered - the Center, You, and OT have the Nose, DT, and Mike.

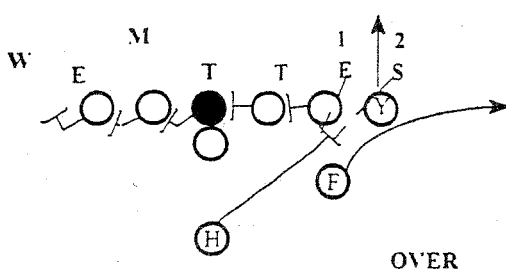
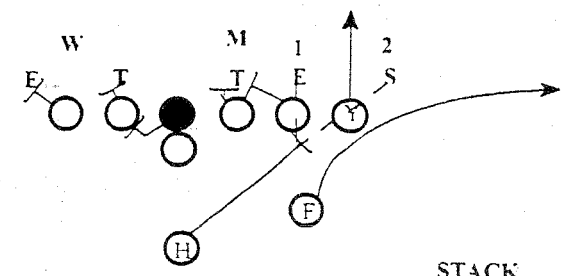
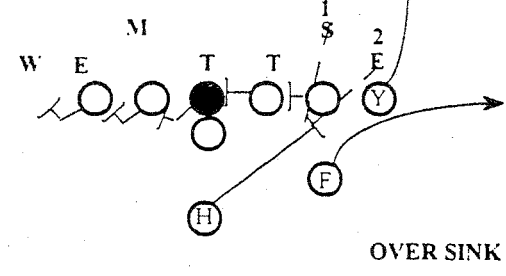
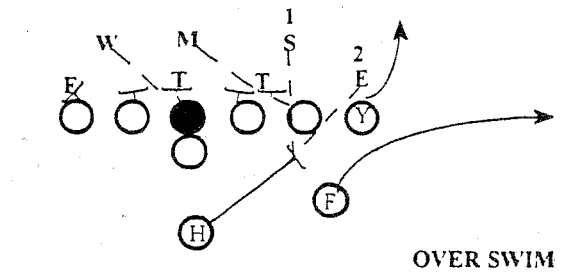
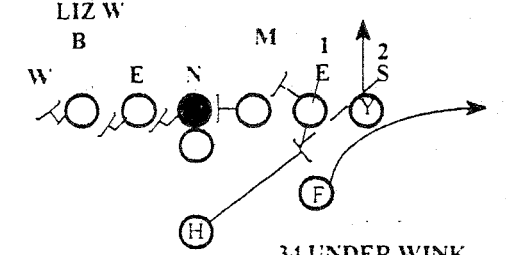
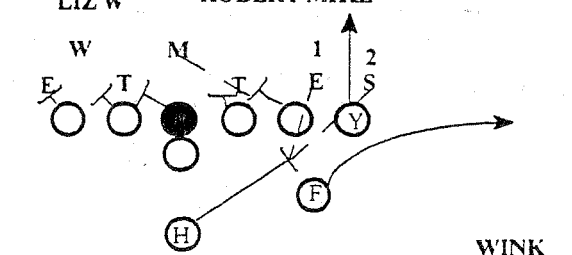
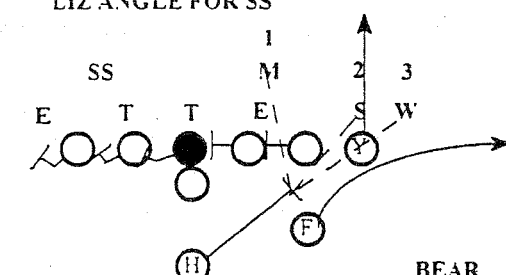
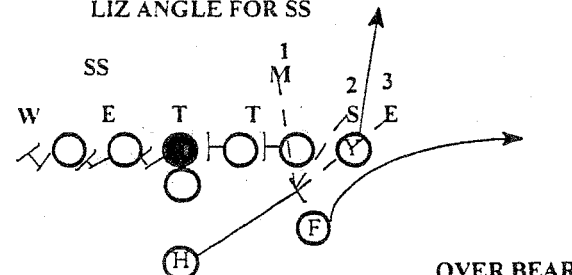
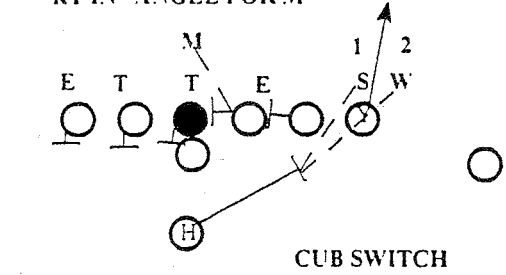
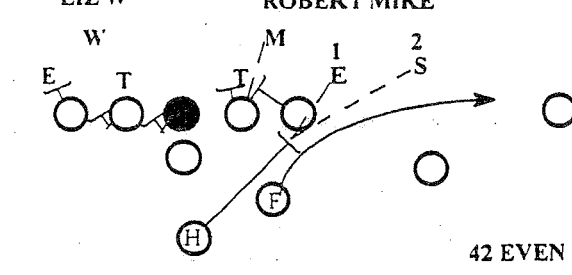
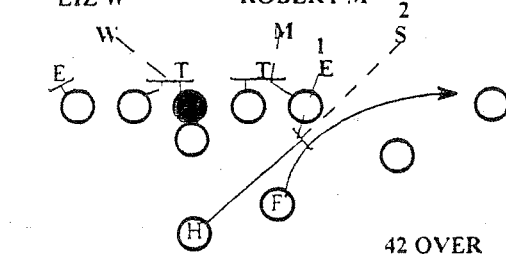
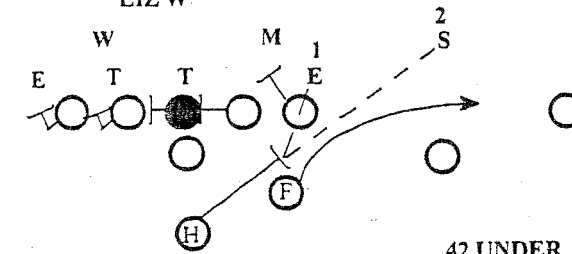
**T**

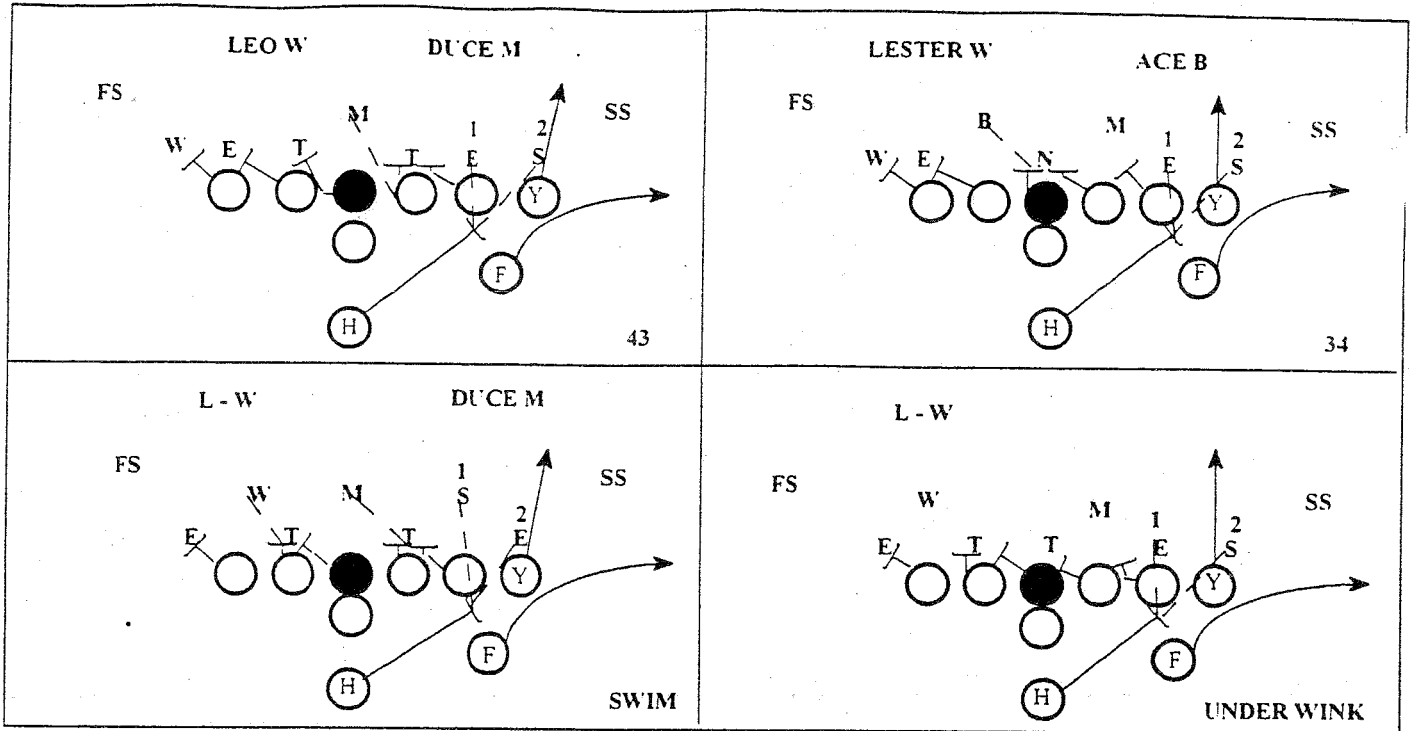
**Block Down. You and OG have DT and Mike.**

Y

Release into route.



<p>LESTER - WILL      LESTER ANGLE FOR MIKE</p>  <p>OVER</p>	<p>LIZ      ROBERT M</p>  <p>STACK</p>
<p>LESTER ANGLE FOR MIKE</p>  <p>OVER SINK</p>	<p>LIZ      ROBERT MIKE</p>  <p>OVER SWIM</p>
<p>LIZ W      ROBERT MIKE</p>  <p>34 UNDER WINK</p>	<p>LIZ W      ROBERT MIKE</p>  <p>WINK</p>
<p>LIZ ANGLE FOR SS</p>  <p>BEAR</p>	<p>LIZ ANGLE FOR SS</p>  <p>OVER BEAR</p>
<p>RT IN ANGLE FORM</p>  <p>CUB SWITCH</p>	<p>LIZ W      ROBERT MIKE</p>  <p>42 EVEN</p>
<p>LIZ W      ROBERT M</p>  <p>42 OVER</p>	<p>LIZ W</p>  <p>42 UNDER</p>



**DESCRIPTION:**

This is a 3 - step gap protection where the line accounts for the two DT's, Weakside End, Mike, and Will.

**QB**

3-step drop with Full Gap protection. Identicle to 92 (93)

**F**

Free release - Alert for Hot throw in 2 Back sets.

**H**

Block MDM on hip of Tackle (Str. LB or Def. End).

**BACKSIDE**

**FRONTSIDE**

382 Protection Rules.

**C**

382 Protection rules. Vs. Over - You, FSG, and FST have Nose, DT, and Mike.

**G**

382 Protection rules except if covered - the Center, You, and OT have the Nose, DT, and Mike.

**T**

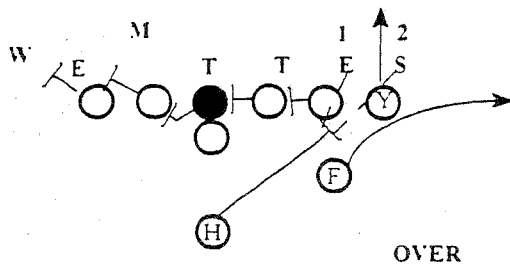
Block Down. You and OG have DT and Mike.

**Y**

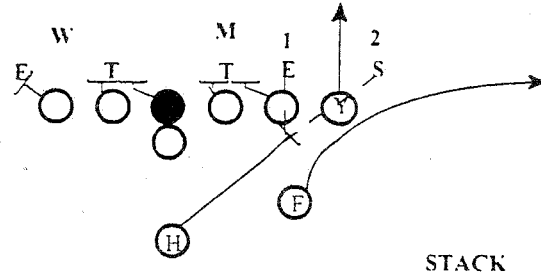
Release into route.

382 Protection Rules.

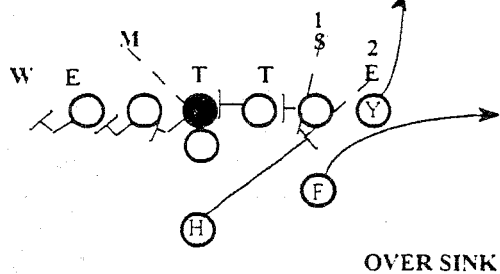
LESTER ANGLE FOR MIKE



L - W DUCE M

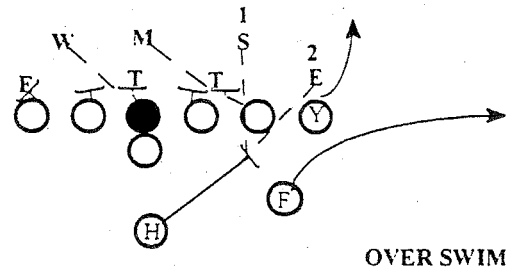


LESTER ANGLE FOR MIKE

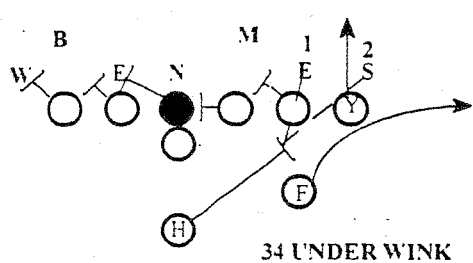


L - W

DUCE MIKE

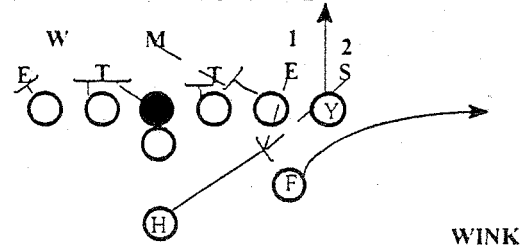


L - B

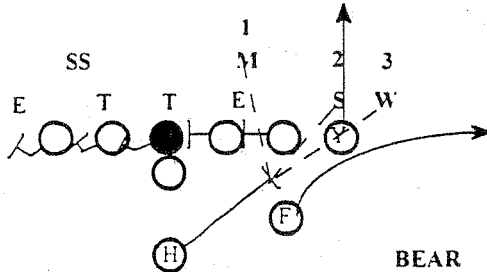


L - W

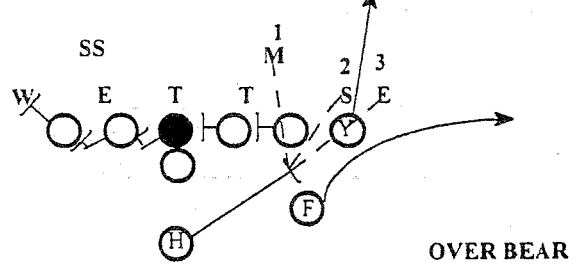
DUCE MIKE



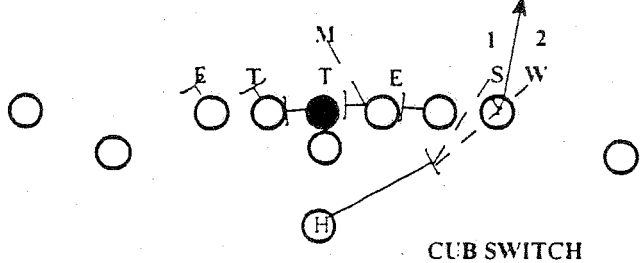
LIZ ANGLE FOR SS



LIZ ANGLE FOR SS

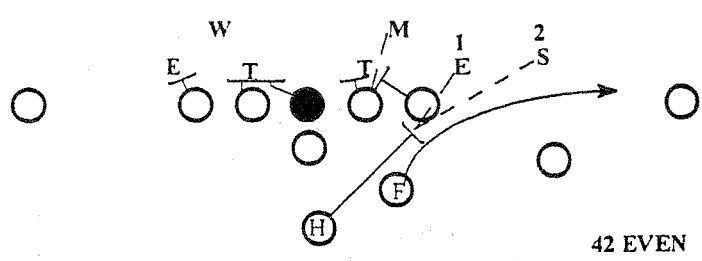


RT IN ANGLE FOR M



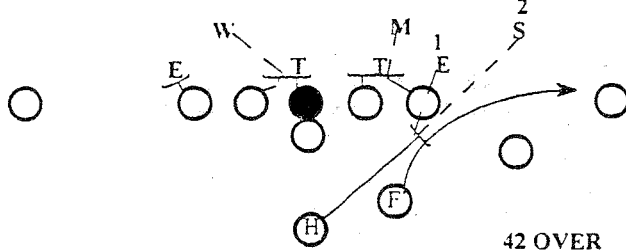
L - W

DUCE M



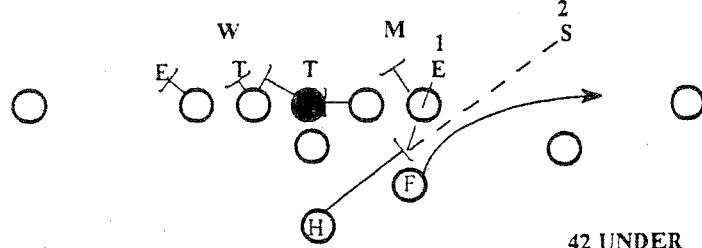
L - W

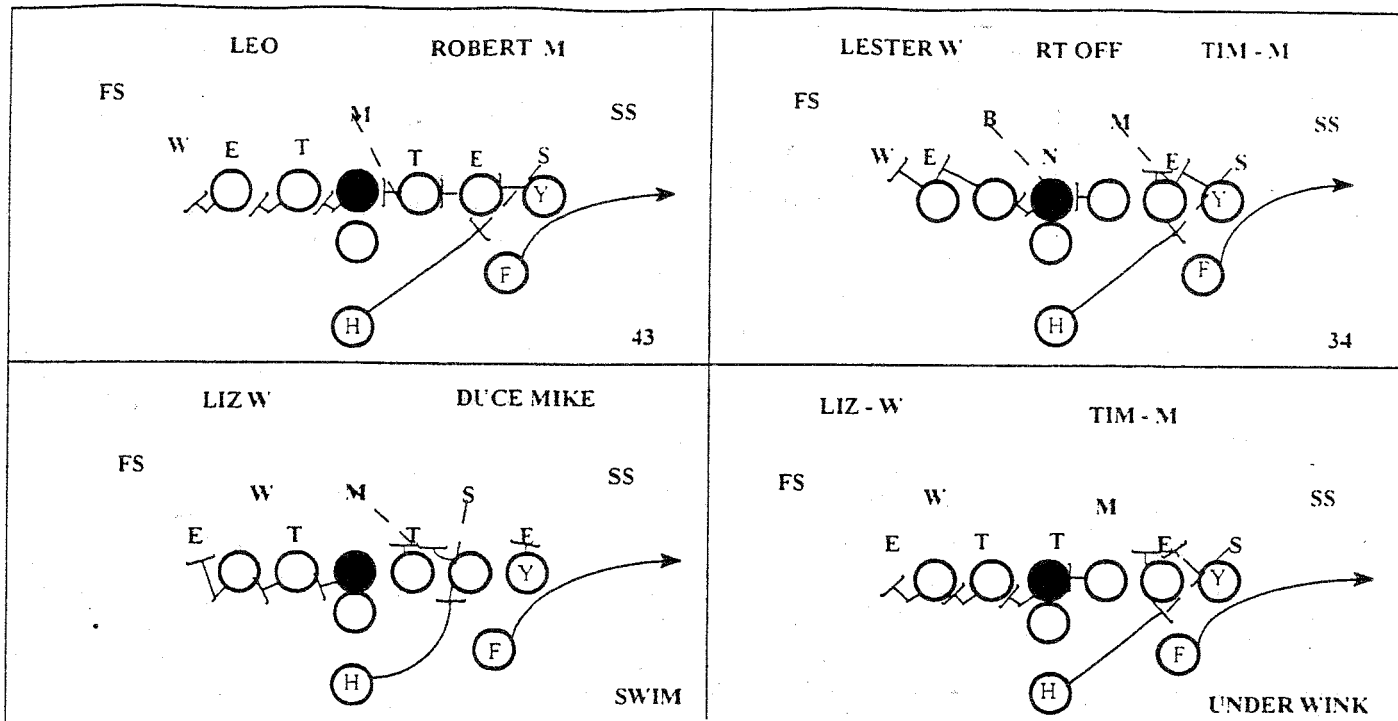
DUCE M



L - W

DUCE M





DESCRIPTION:

This is a gap protection where the line accounts for the two DT's, Weakside End, Mike, and Will. The TE blocks the DE and the Blocking Back has the Sam.

QB

5-step drop with Full Gap protection with 7 men. TE is in blocking the DE. The blocking Back blocks the Sam.

F

Free release.

H

Block the Sam LBer.

BACKSIDE

FRONTSIDE

84 Protection Rules.

C

84 Protection rules. Vs. Over - You, FSG, and FST have Nose, DT, and Mike.

G

84 Protection rules except if covered - the Center, You, and OT have the Nose, DT, and Mike.

T

Block Down. You and OG have DT and Mike.

Y

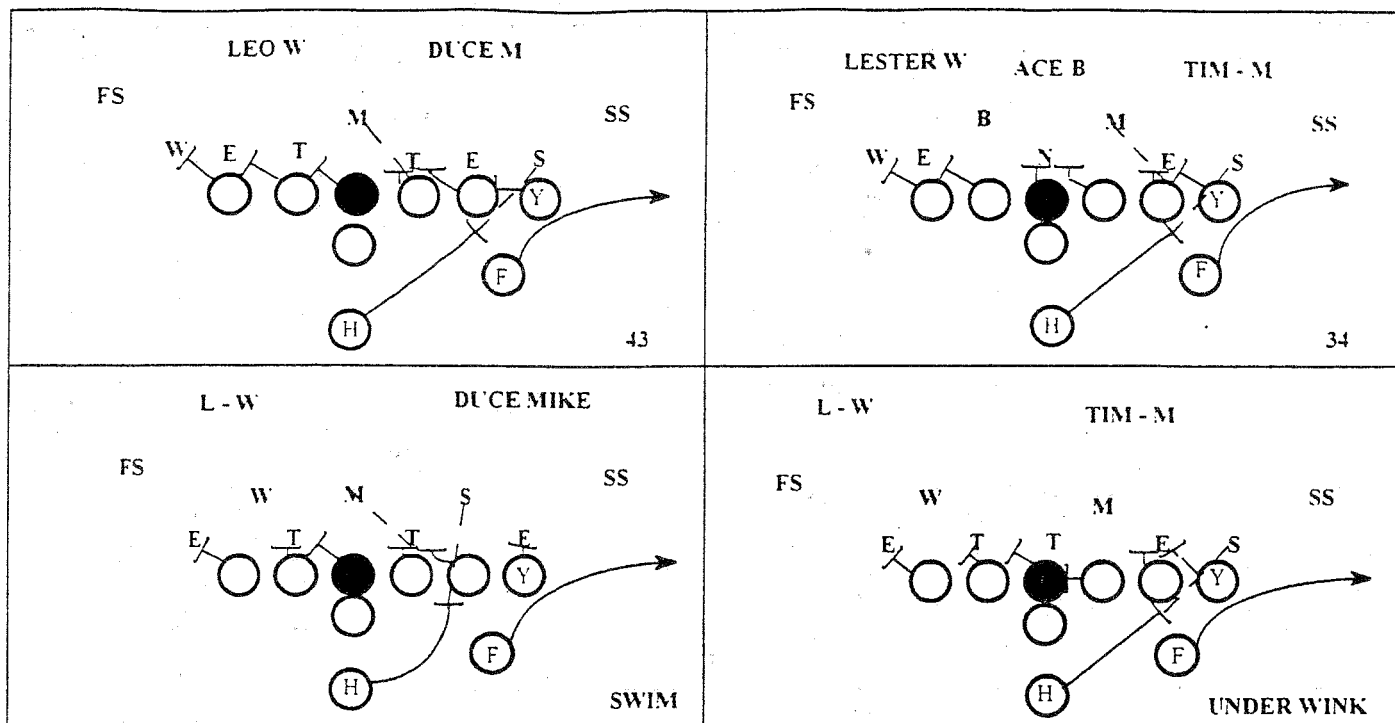
Block the DE. "Tim" call vs Guard Bubble. Block out vs Skin or Switch Look.

84 Protection Rules.

<p>LESTER - W      ANGLE ANGLE FOR M</p> <p>OVER</p>	<p>LIZ - W      ROBERT M</p> <p>STACK</p>
<p>LESTER ANGLE FOR MIKE</p> <p>OVER SINK</p>	<p>LIZ W      ROBERT MIKE</p> <p>OVER SWIM</p>
<p>LIZ - B      TIM - M</p> <p>34 UNDER WINK</p>	<p>LIZ      ROBERT M</p> <p>WINK</p>
<p>LIZ ANGLE SS      OUT</p> <p>BEAR</p>	<p>LIZ ANGLE FOR SS      OUT</p> <p>OVER BEAR</p>
<p>RT IN ANGLE      OUT</p> <p>CUB SWITCH</p>	<p>LIZ W      ROBERT MIKE</p> <p>42 EVEN</p>
<p>LIZ W      ROBERT M</p> <p>42 OVER</p>	<p>LIZ W      TIM M</p> <p>42 UNDER</p>

# PROTECTION: 394 (395)

# GAP



## DESCRIPTION:

This is a gap protection where the line accounts for the two DT's, Weakside End, Mike, and Will. The TE blocks the DE and the Blocking Back has the Sam. Same as 94 (95) protection but 3 - step.

QB

3-step drop Full Gap protection with 7 men. TE is in blocking the DE. The blocking Back blocks the Sam.

F

Free release.

H

Block the Sam LBer.

## BACKSIDE

## FRONTSIDE

384 Protection Rules.

C

384 Protection rules. Vs. Over - You, FSG, and FST have Nose, DT, and Mike.

G

384 Protection rules except if covered - the Center, You, and OT have the Nose, DT, and Mike.

T

Block Down. You and OG have DT and Mike.

Y

Block the DE. "Tim" call vs Guard Bubble. Block out vs Skin or Switch Look.

<p>LESTER - W      ANGLE ANGLE FOR M</p> <p>OVER</p>	<p>L - W      DUCE M</p> <p>STACK</p>
<p>LESTER ANGLE M</p> <p>OVER SINK</p>	<p>L - W      DUCE MIKE</p> <p>OVER SWIM</p>
<p>L - B      TIM M</p> <p>34 UNDER WINK</p>	<p>L - W      DUCE M</p> <p>WINK</p>
<p>LIZ ANGLE SS      OUT</p> <p>BEAR</p>	<p>LIZ ANGLE FOR SS      OUT</p> <p>OVER BEAR</p>
<p>RT IN      ANGLE M      OUT</p> <p>CUB SWITCH</p>	<p>L - W      DUCE MIKE</p> <p>42 EVEN</p>
<p>L - W      DUCE MIKE</p> <p>42 OVER</p>	<p>L WILL      TIM M</p> <p>42 UNDER</p>

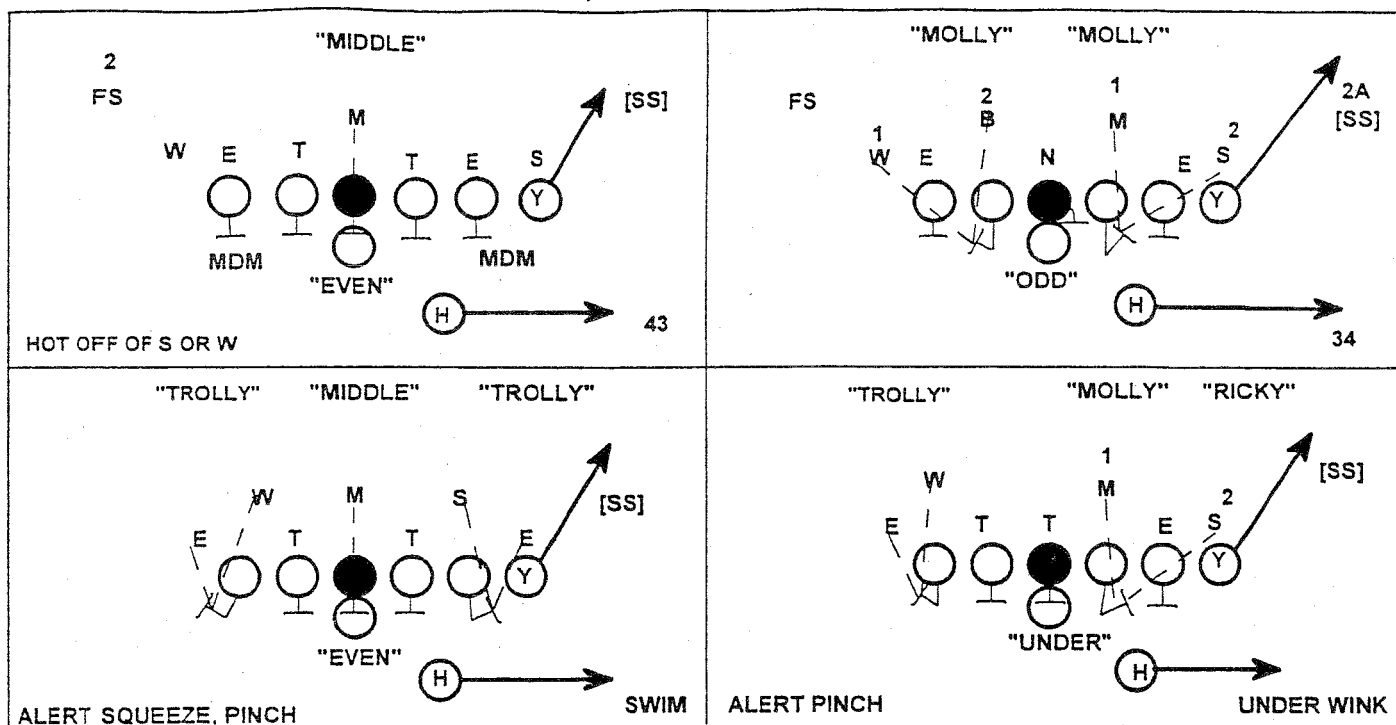




**SCRAM**

# PROTECTION: 22 SCRAM (23 SCRAM)

# STRONG FLOW 5 MAN PROTECTION



## DESCRIPTION:

5 Man Protection with the flow of the Back strong.  
(Scram is Scram!) 22 (72) just indicates which way our  
Backs will depart from the backfield.

QB

5 Man Protection used mostly with 5 step drops.

F

Release into route.

H

Release into route.

## BACKSIDE

Same as FSG. Vs. Over Mike in middle = Even Call.

Same as FST. Vs. Over Mike in middle = Even Call -  
Trolly.

## FRONTSIDE

C

Block #0 to Mike. Alert Middle, Rip-Liz calls.

G

Block #1. If uncovered Molly, Ricky-Lucy Mike  
to Sam. Possible Rip-Liz calls.

T

Block #2. Alert Trolly vs. Sink.

Y

Release into route. Alert possible Hot by  
pattern.

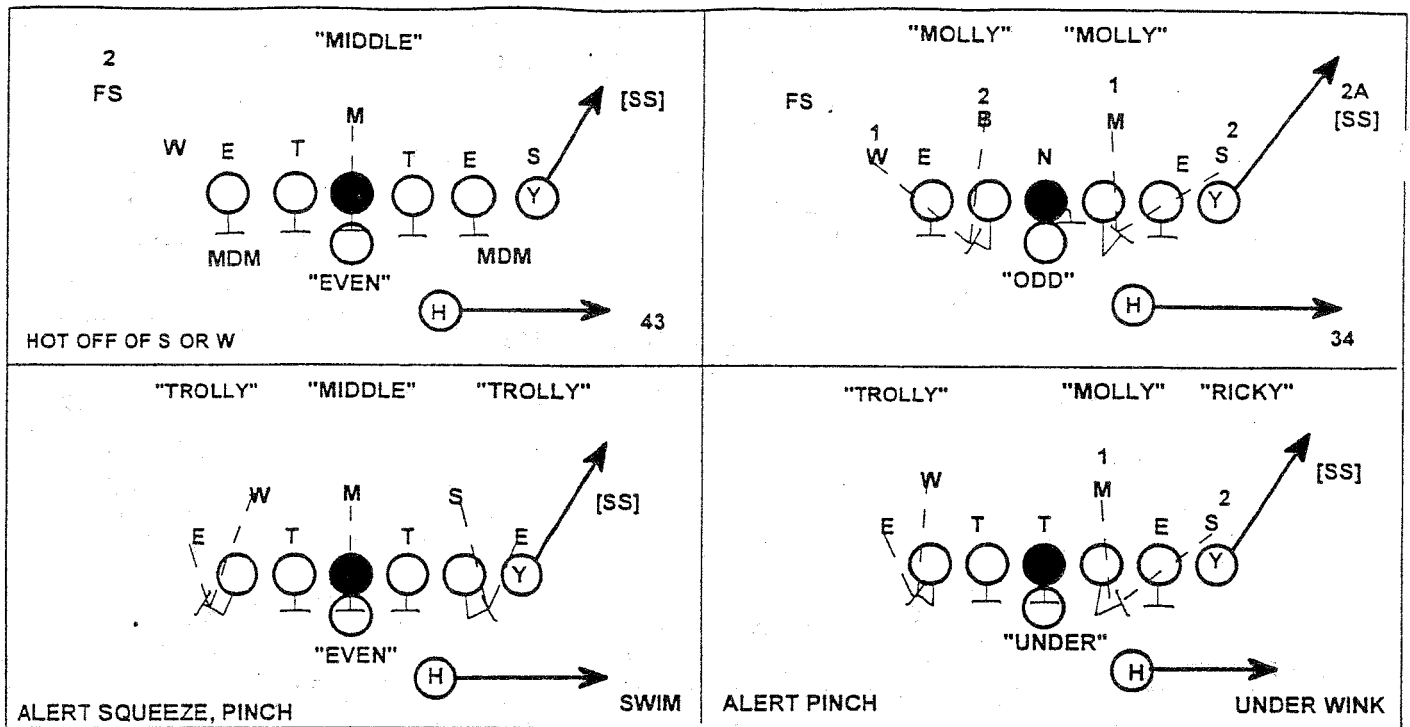
# PROTECTION: 22 SCRAM (23 SCRAM)

# STRONG FLOW 5 MAN PROTECTION

<p>"MOLLY"</p> <p>OVER</p>	<p>"TROLLY" "RIP"</p> <p>STACK</p>
<p>"MOLLY" "TROLLY"</p> <p>OVER SINK</p>	<p>"TROLLY" "TROLLY"</p> <p>OVER SWIM</p>
<p>"TROLLY" "MOLLY"</p> <p>34 UNDER WINK</p>	<p>"TROLLY" "MIDDLE"</p> <p>WINK</p>
<p>"TROLLY" "TROLLY"</p> <p>BEAR</p>	<p>"TROLLY" "TROLLY"</p> <p>OVER BEAR</p>
<p>LT="TROLLY" "TROLLY"</p> <p>CUB SWITCH</p>	<p>N/A</p> <p>42 EVEN</p>
<p>N/A</p> <p>42 OVER</p>	<p>N/A</p> <p>42 UNDER</p>

# PROTECTION: 322 SCRAM (23 SCRAM)

# SAME AS 22 (23) SCRAM-3 STEP



## DESCRIPTION:

3 Step - 5 Man Protection with the flow of the Back strong.

QB

3 Step - 5 Man Protection.

F

Release into route.

H

Release into route.

## BACKSIDE

## FRONTSIDE

Same as FSG. Vs. Over Mike in middle = Even Call.

C

Block #0 to Mike. Alert Middle, Rip-Liz calls.

G

Block #1. If uncovered Molly, Ricky-Lucy Mike to Sam. Possible Rip-Liz calls.

T

Block #2. Alert Trolly vs. Sink.

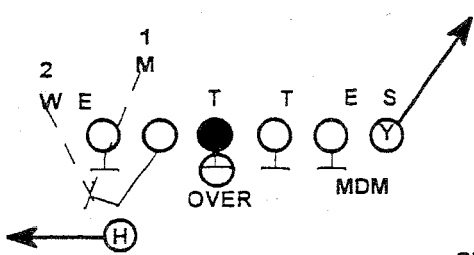
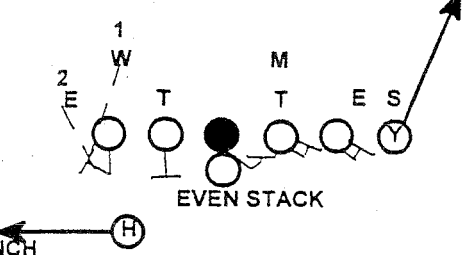
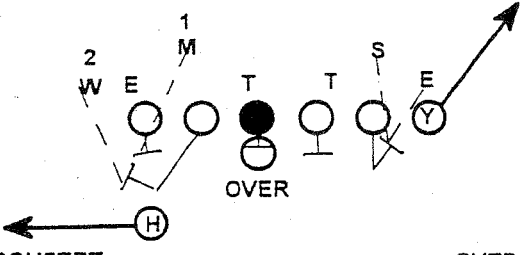
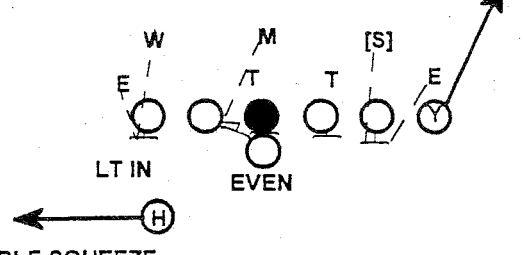
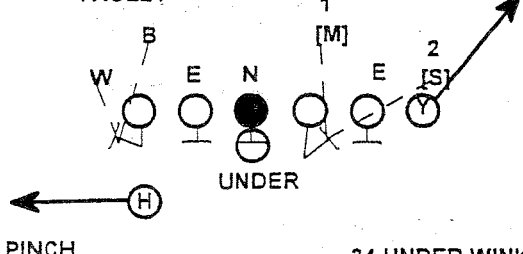
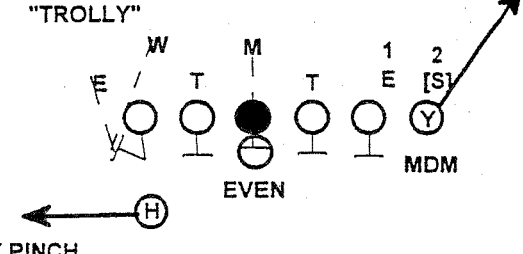
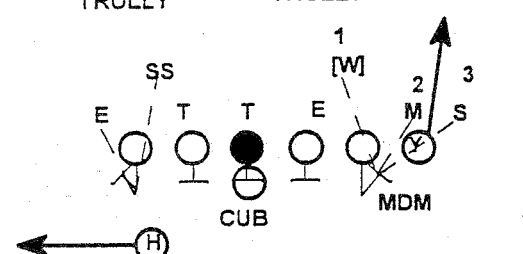
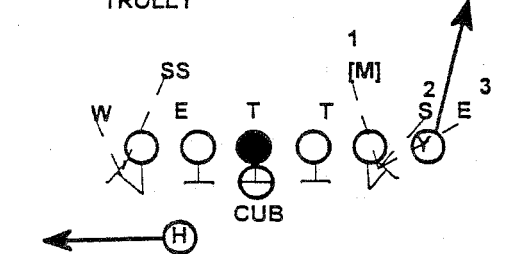
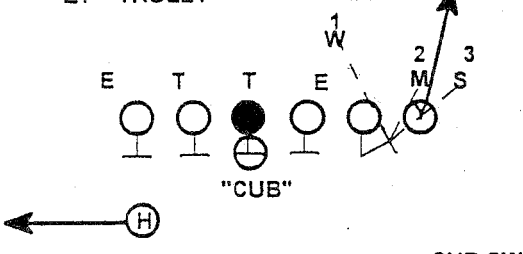
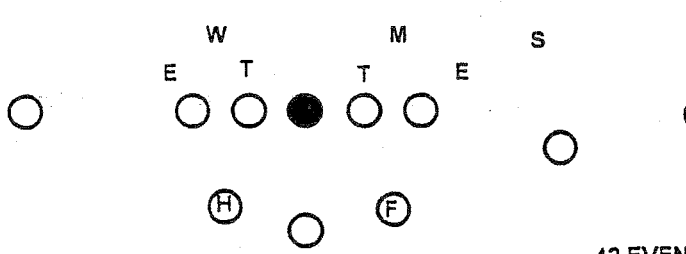
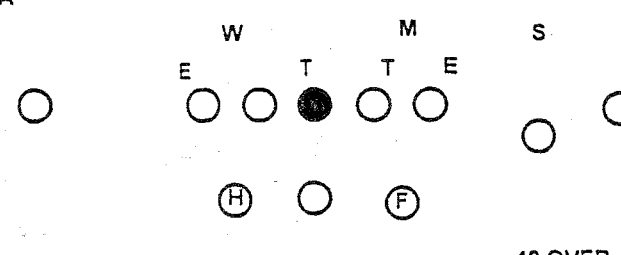
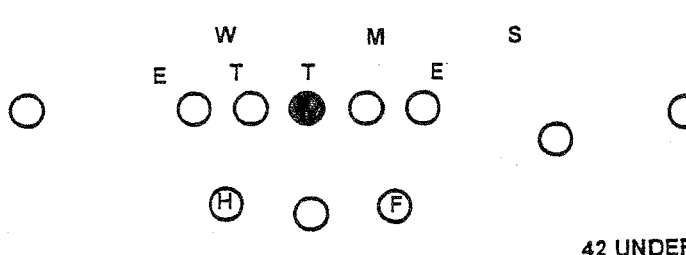
Same as FST. Vs. Over Mike in middle = Even Call - Trolly.

Y

Release into route. Alert possible Hot by pattern.

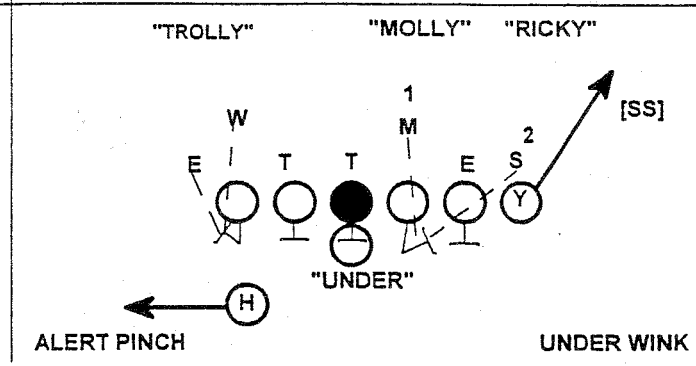
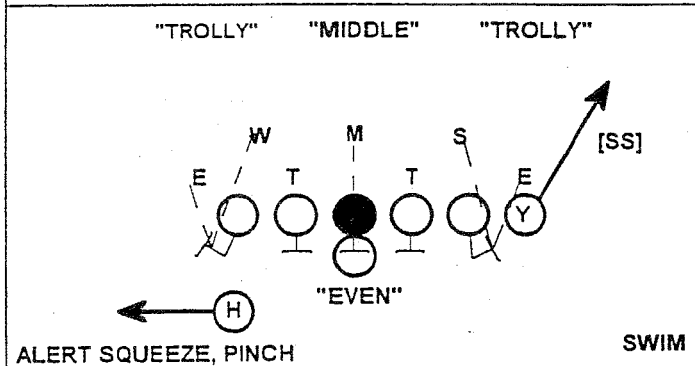
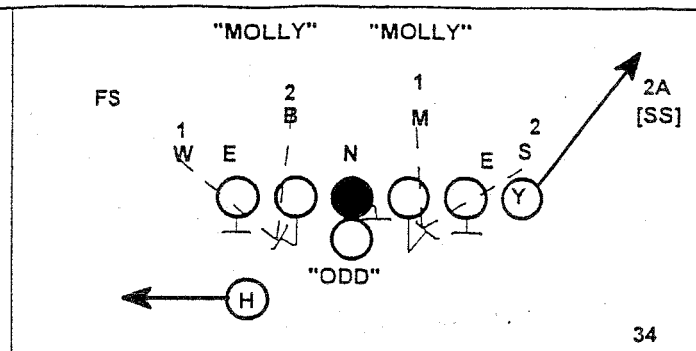
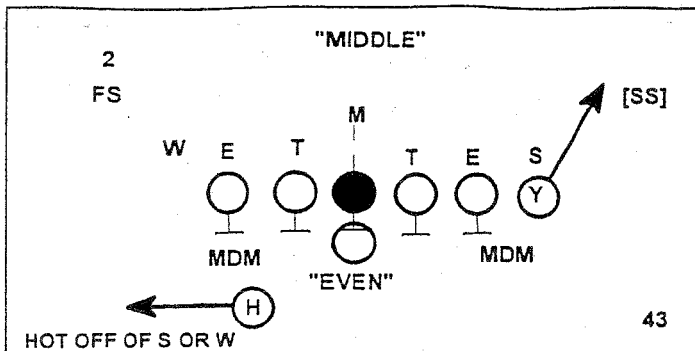
# PROTECTION: 72 SCRAM (73 SCRAM)

# WEAK FLOW 5 MAN PROTECTION

<p>"MOLLY"</p>  <p>OVER</p>	<p>"TROLLY" "RIP"</p>  <p>ALERT PINCH</p> <p>STACK</p>
<p>"MOLLY" "TROLLY"</p>  <p>ALERT SQUEEZE</p> <p>OVER SINK</p>	<p>"TROLLY" "TROLLY"</p>  <p>POSSIBLE SQUEEZE</p> <p>OVER SWIM</p>
<p>"TROLLY" "MOLLY"</p>  <p>ALERT PINCH</p> <p>34 UNDER WINK</p>	<p>"TROLLY" "MIDDLE"</p>  <p>ALERT PINCH</p> <p>WINK</p>
<p>"TROLLY" "TROLLY"</p>  <p>ALERT SQUEEZE / PINCH</p> <p>BEAR</p>	<p>"TROLLY" "TROLLY"</p>  <p>ALERT SQUEEZE / PINCH</p> <p>OVER BEAR</p>
<p>LT="TROLLY" "TROLLY"</p>  <p>ALERT SQUEEZE</p> <p>CUB SWITCH</p>	<p>N/A</p>  <p>42 EVEN</p>
<p>N/A</p>  <p>42 OVER</p>	<p>N/A</p>  <p>42 UNDER</p>

PROTECTION: 372 SCRAM (373 SCRAM)

SAME AS 72 (73) SCRAM-3 STEP



DESCRIPTION:

**3 Step - 5 Man Protection with the flow of the Back weak.**

**QB**

**3 Step - 5 Man weak flow protection.**

F

Release into route.

## H

Release into route.

## BACKSIDE

# FRONTSIDE

Same as FSG. Vs. Over Mike in middle = Even Call.

Same as FST. Vs. Over Mike in middle = Even Call - Trolly.

C

Block #0 to Mike. Alert Middle, Rip-Liz calls.

G

Block #1. If uncovered Molly, Ricky-Lucy Mike to Sam. Possible Rip-Liz calls.

**T**

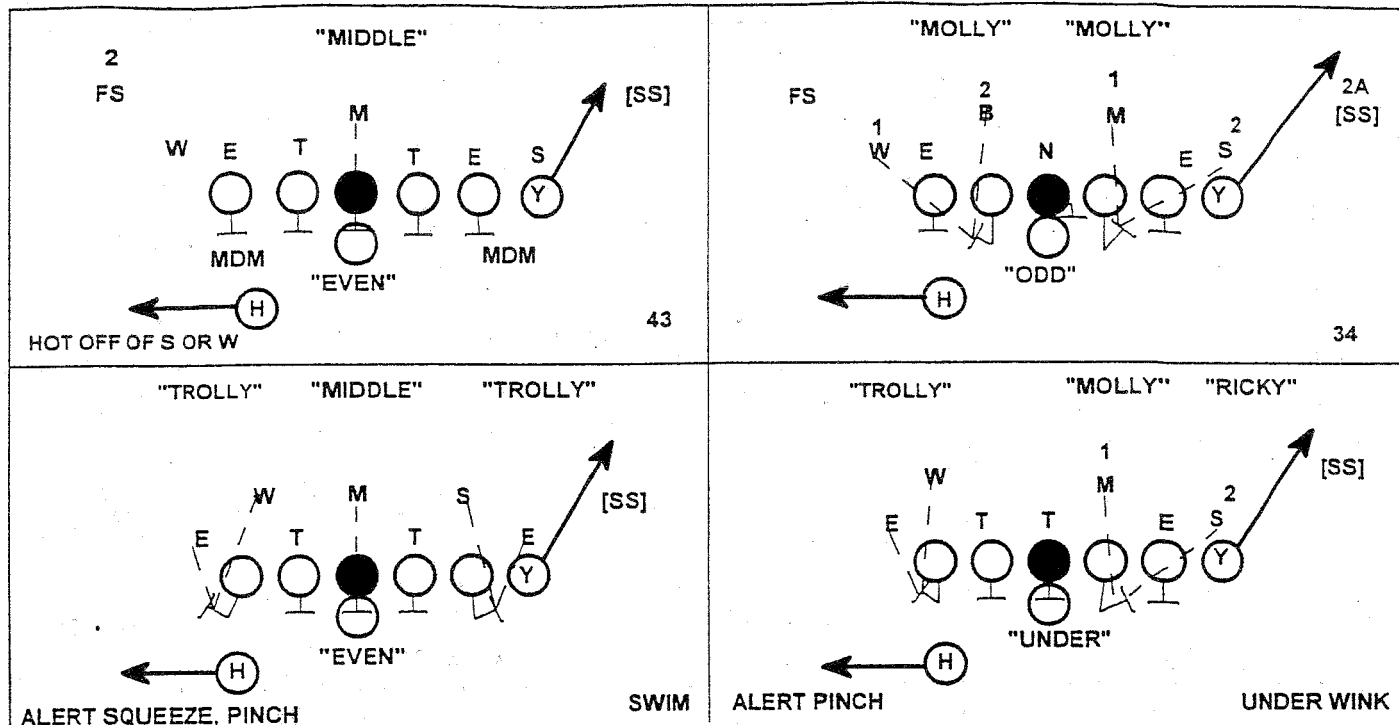
Block #2. Alert Trolley vs. Sink.

Y

Release into route. Alert possible Hot by pattern.

# PROTECTION: 72 SCRAM (73 SCRAM)

# WEAK FLOW 5 MAN PROTECTION



## DESCRIPTION:

5 Man Protection with the flow of the Back weak.  
(Scram is Scram!) 72 (22) just indicates which way our  
Backs will depart from the backfield.

QB

5 Man weak flow protection used mostly with 5 step  
drops.

F

Release into route.

H

Release into route.

## BACKSIDE

## FRONTSIDE

Same as FSG. Vs. Over Mike in middle = Even Call.

Same as FST. Vs. Over Mike in middle = Even Call -  
Trolly.

C

Block #0 to Mike. Alert Middle, Rip-Liz calls.

G

Block #1. If uncovered Molly, Ricky-Lucy Mike  
to Sam. Possible Rip-Liz calls.

T

Block #2. Alert Trolly vs. Sink.

Y

Release into route. Alert possible Hot by  
pattern.

PROTECTION: 322 SCRAM (323 SCRAM)

SAME AS 22 (23) SCRAM-3 STEP

<p>"MOLLY"</p> <p>OVER</p>	<p>"TROLLY" "RIP"</p> <p>STACK</p>
<p>"MOLLY" "TROLLY"</p> <p>OVER SINK</p>	<p>"TROLLY" "TROLLY"</p> <p>OVER SWIM</p>
<p>"TROLLY" "MOLLY"</p> <p>34 UNDER WINK</p>	<p>"TROLLY" "MIDDLE"</p> <p>WINK</p>
<p>"TROLLY" "TROLLY"</p> <p>BEAR</p>	<p>"TROLLY" "TROLLY"</p> <p>OVER BEAR</p>
<p>LT="TROLLY" "TROLLY"</p> <p>CUB SWITCH</p>	<p>N/A</p> <p>42 EVEN</p>
<p>N/A</p> <p>42 OVER</p>	<p>N/A</p> <p>42 UNDER</p>

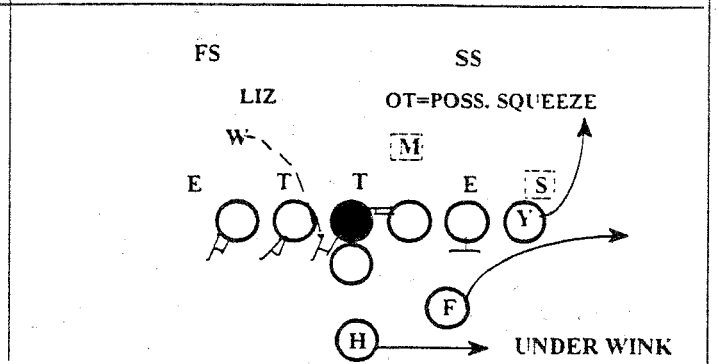
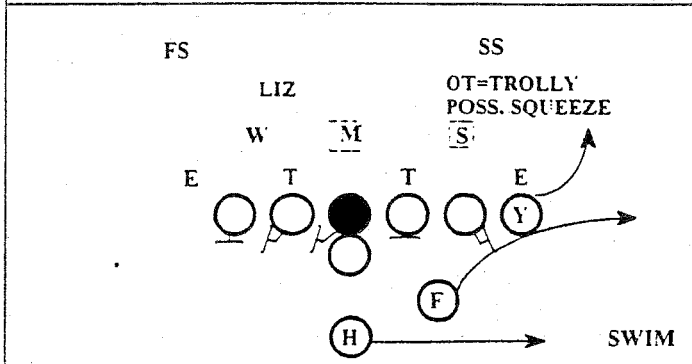
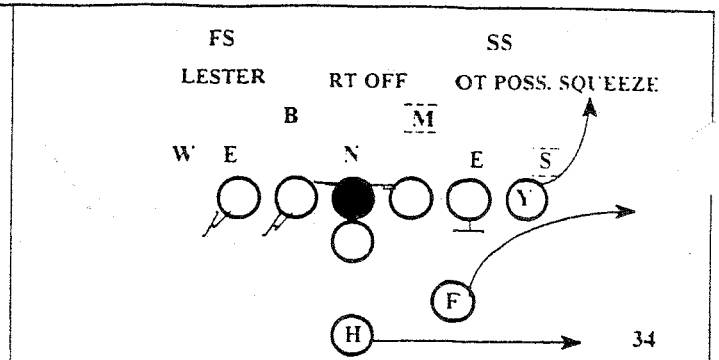
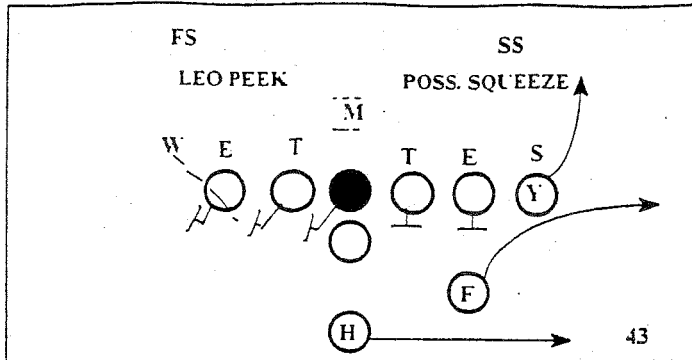


PROTECTION: 372 SCRAM (373 SCRAM)

SAME AS 72 (73) SCRAM-3 STEP

<p>"MOLLY"</p> <p>OVER</p>	<p>"TROLLY" "RIP"</p> <p>STACK</p>
<p>"MOLLY" "TROLLY"</p> <p>OVER SINK</p>	<p>"TROLLY" "TROLLY"</p> <p>OVER SWIM</p>
<p>"TROLLY" "MOLLY"</p> <p>34 UNDER WINK</p>	<p>"TROLLY" "MIDDLE"</p> <p>WINK</p>
<p>"TROLLY" "TROLLY"</p> <p>BEAR</p>	<p>"TROLLY" "TROLLY"</p> <p>OVER BEAR</p>
<p>LT="TROLLY" "TROLLY"</p> <p>CUB SWITCH</p>	<p>N/A</p> <p>42 EVEN</p>
<p>N/A</p> <p>42 OVER</p>	<p>N/A</p> <p>42 UNDER</p>

# PROTECTION: FLOW PASS RT



## DESCRIPTION:

5 Man Protection with the OI blocking 4 Down-Lineman and Will.

QB

5 Step Drop (Presnap X Receiver).

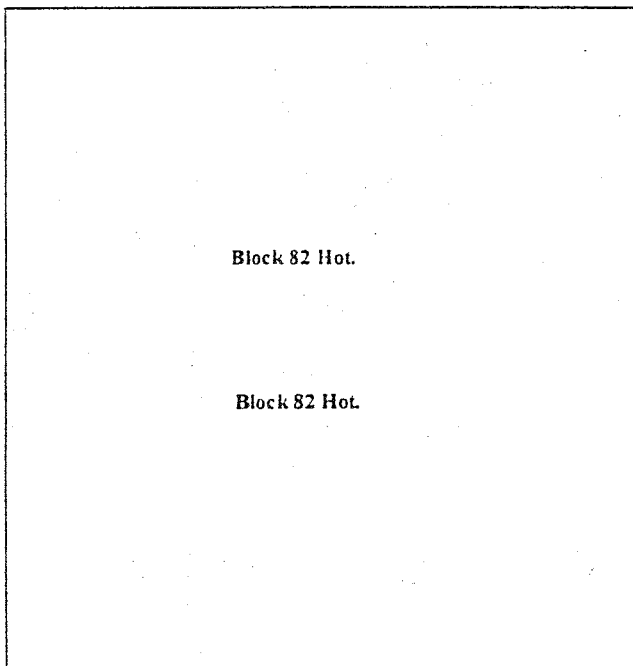
F

Free Release.

H

Free Release.

## BACKSIDE



C

Block 82 Hot.

G

Block 82 Hot. Squeeze vs A Gap threat.

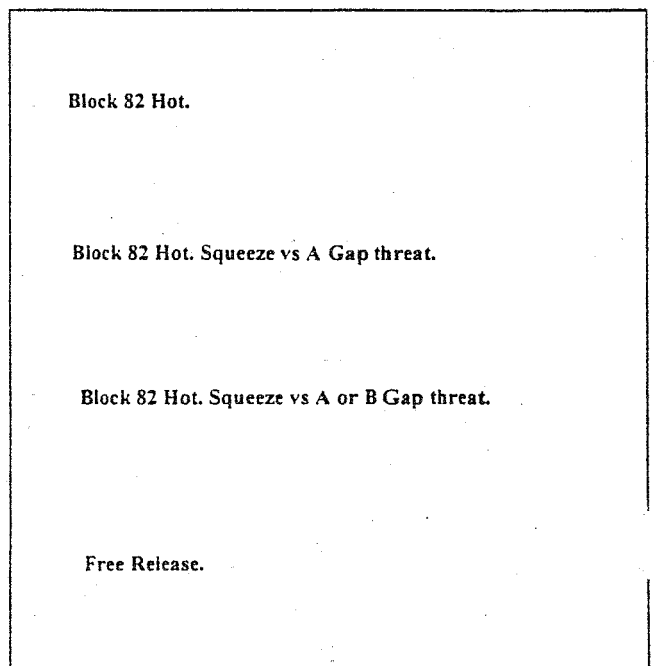
T

Block 82 Hot. Squeeze vs A or B Gap threat.

Y

Free Release.

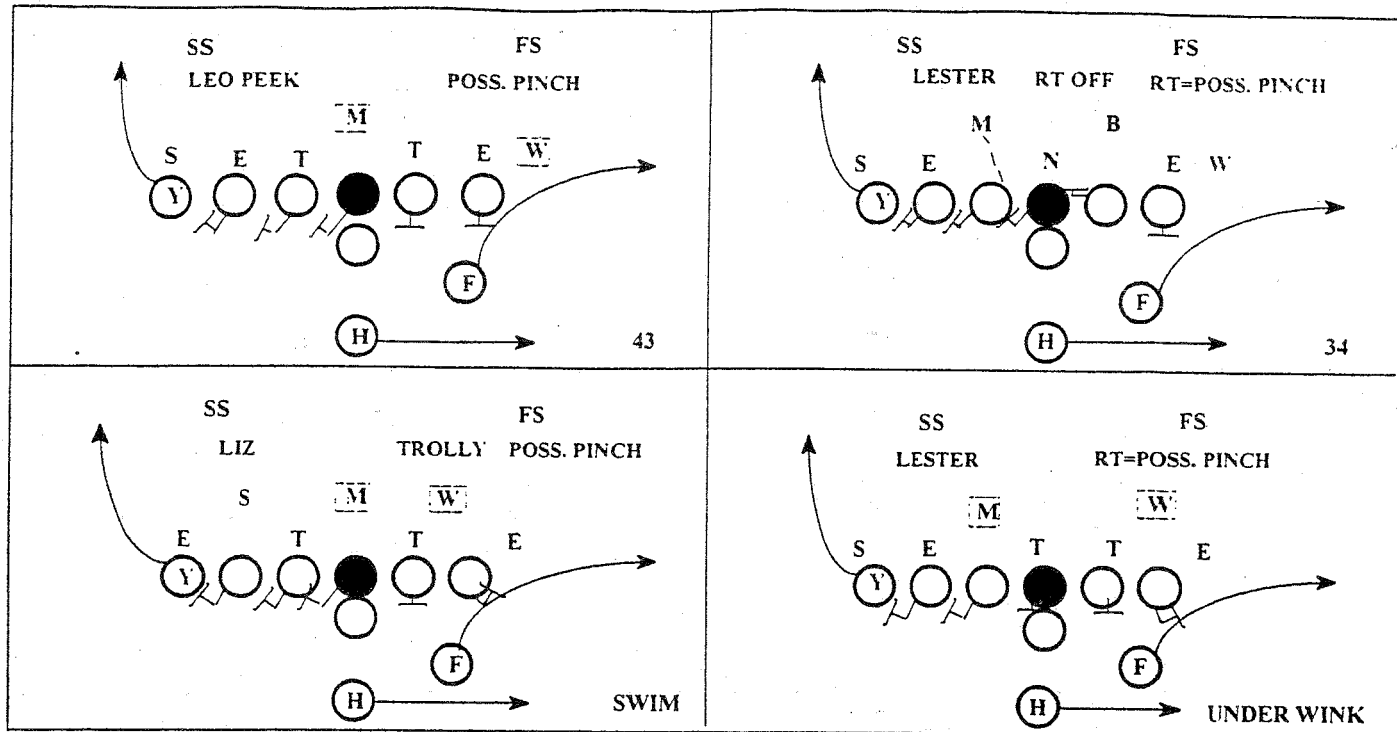
## FRONTSIDE



# PROTECTION: FLOW PASS RT

<p>LESTER</p> <p>OVER</p>	<p>LIZ POSS. SQUEEZE</p> <p>STACK</p>
<p>LESTER TROLLY</p> <p>OVER SINK</p>	<p>LIZ POSS. SQUEEZE TROLLY</p> <p>OVER SWIM</p>
<p>LIZ OT=POSS. SQUEEZE</p> <p>34 UNDER WINK</p>	<p>LIZ POSS. SQUEEZE</p> <p>WINK</p>
<p>LIZ ANGLE OR 50=GAME PLAN</p> <p>BEAR</p>	<p>LIZ ANGLE OR 50=GAME PLAN</p> <p>OVER BEAR</p>
<p>RT IN W ANGLE</p> <p>CUB SWITCH</p>	<p>42 EVEN</p>
<p>42 OVER</p>	<p>42 UNDER</p>

# PROTECTION: SWAY PASS RT



## DESCRIPTION:

5 Man Protection with OL blocking S Down-Lineman and Sam LB.

QB

5 Step Drop.

F

Free Release.

H

Free Release.

## BACKSIDE

Block 82 Hot.

Block 82 Hot.

## FRONTSIDE

C

Block 82 Hot.

G

Block 82 Hot.

T

Block 82 Hot.

Y

Free Release.

# PROTECTION: SWAY PASS RT

<p>LEO PEEK RT POSS. PINCH</p> <p>OVER</p>	<p>LEO PEEK RT=TROLLY POSS. PINCH</p> <p>STACK</p>
<p>LIZ RT POSS. PINCH</p> <p>OVER SINK</p>	<p>LIZ RT=TROLLY POSS. PINCH</p> <p>OVER SWIM</p>
<p>LESTER RT=TROLLY POSS. PINCH</p> <p>34 UNDER WINK</p>	<p>LEO PEEK RT=TROLLY POSS. PINCH</p> <p>WINK</p>
<p>POSS. LIZ ANGLE OR 50=GAME PLAN</p> <p>BEAR</p>	<p>POSS. LIZ ANGLE OR 50=GAME PLAN</p> <p>OVER BEAR</p>
<p>CUB SWITCH</p>	<p>42 EVEN</p>
<p>42 OVER</p>	<p>42 UNDER</p>



**“SUB”**  
**(100/200 PERS.)**





## SUB

QB = SHOT GUN.

CENTER IDENTIFY -"WEAK BACKER".

NO "A" GAP BLOCKING.  
(MUG IS NOT CONSIDERED "5 DOWN")

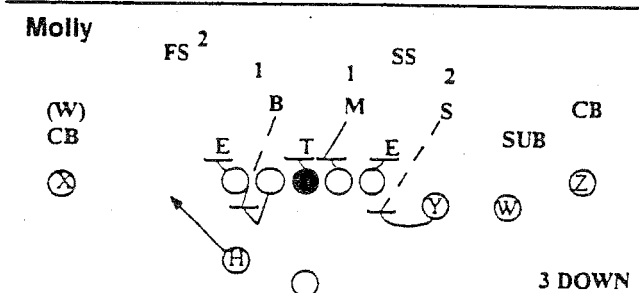
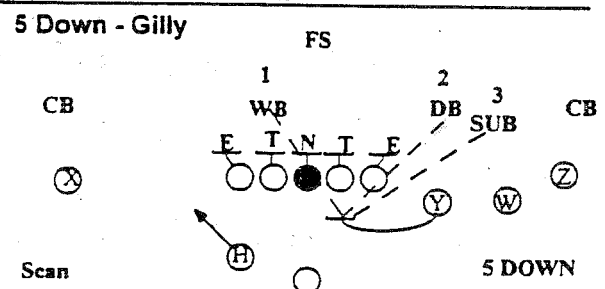
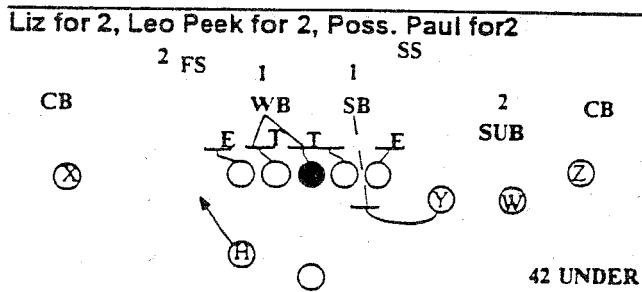
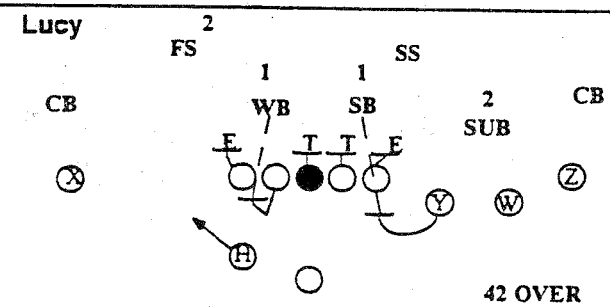
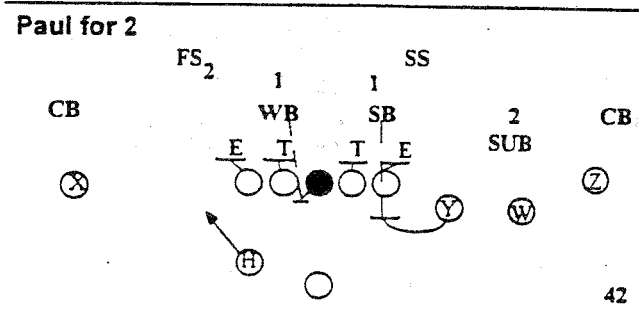
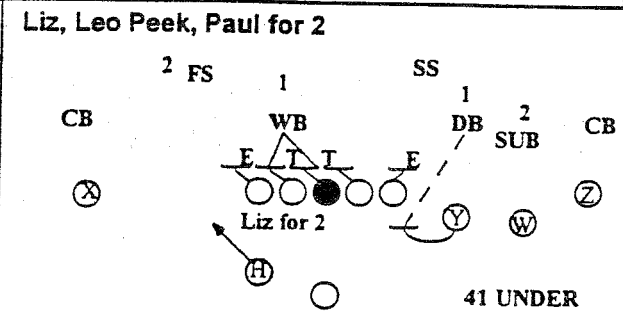
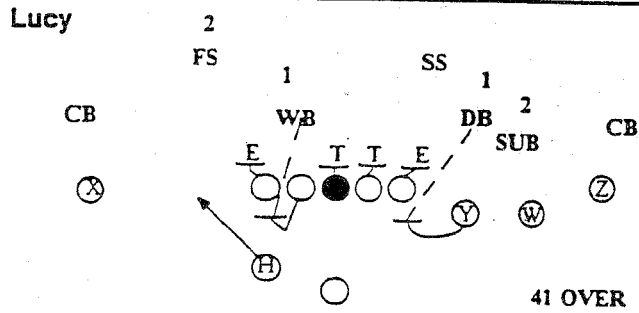
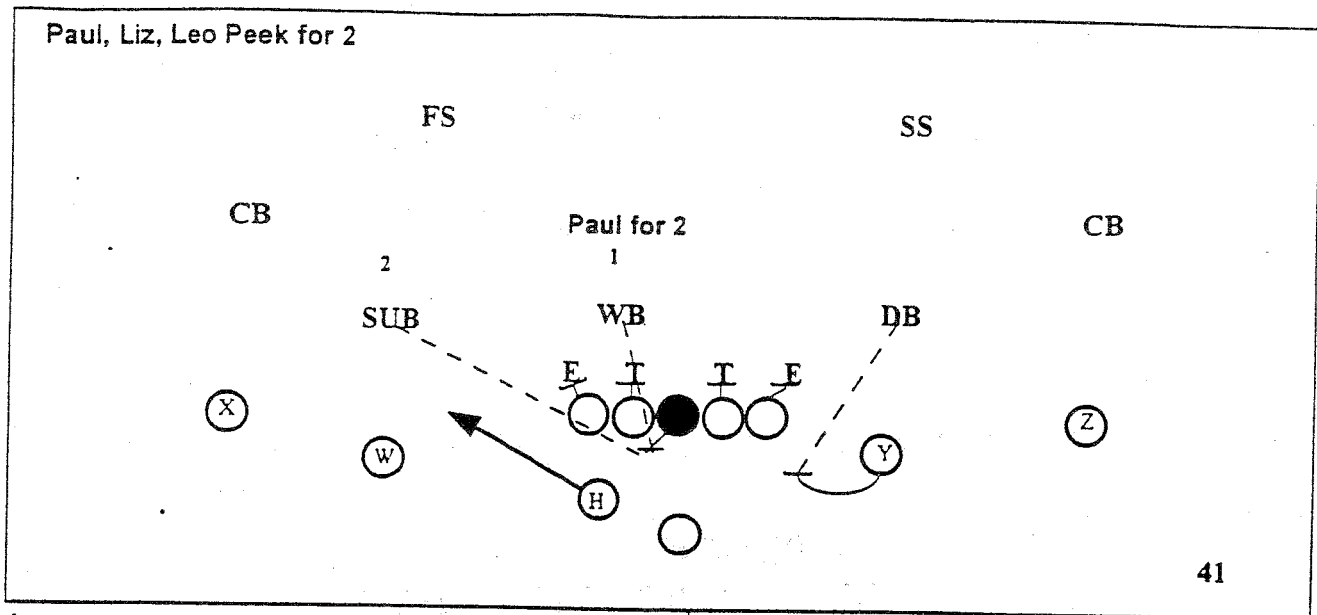
QB HAS ABILITY TO RE-DIRECT PROTECTION.  
(ONLY CALLS ARE TO RE-DIRECT)

DUAL  
"LUCKY/RINGO"  
20/21 ; 70/71  
22/23 ; 72/73 ; 26/27 ; 76/77  
82/83 ; 86/87

SOLID  
"LOUIE/ROGER"  
24/25 ; 74/75  
28/29 ; 78/79

A. LUCKY/RINGO - Call is made by QB to redirect protection at L.O.S. (not a huddle call).

B. LOUIE/ROGER- Is a huddle call, QB can redirect call at L.O.S. In 10 Personnel the call is made to "W" receiver side. In 20 Personnel the call is made to "Y" receiver side.



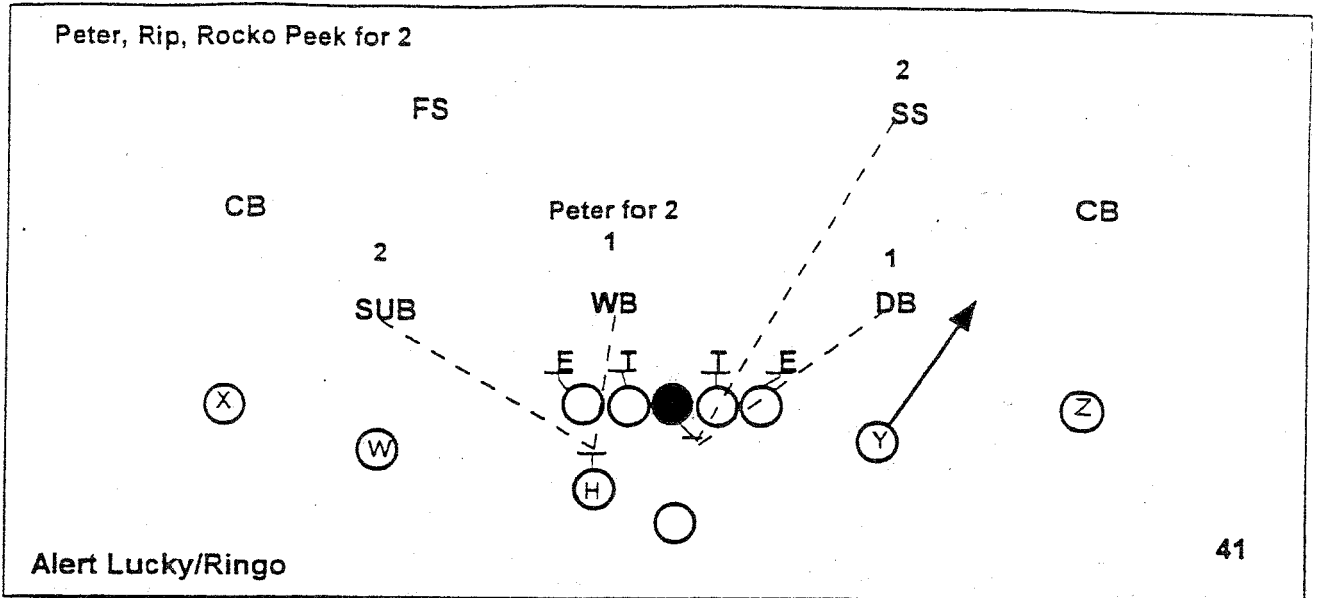
SUB PROTECTION:

22 (23)

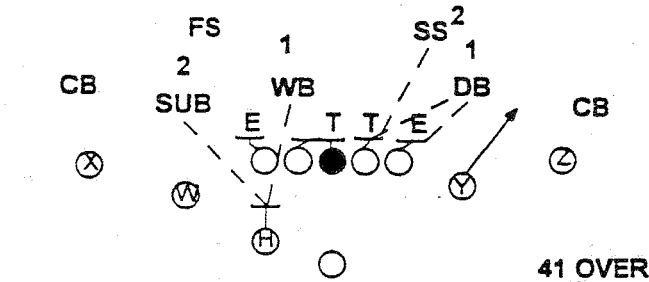
72(73)

26 (27)

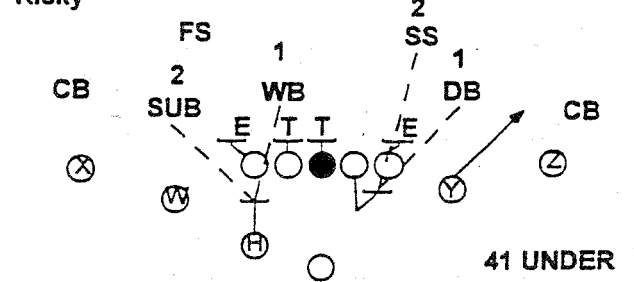
76(77)



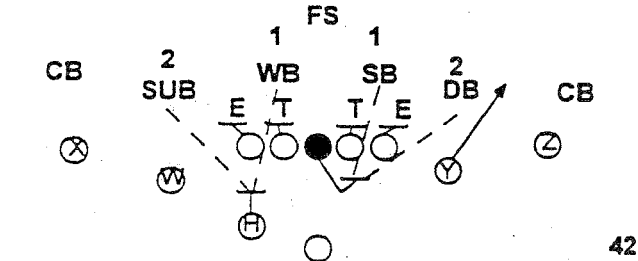
Rip, Rocko Peek for 2, Poss. Peter for 2



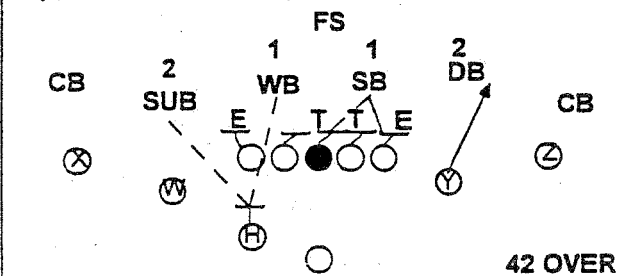
Ricky



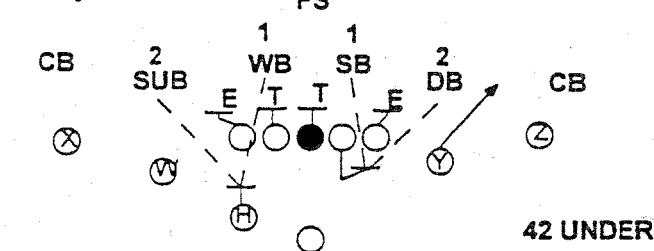
Peter for 2



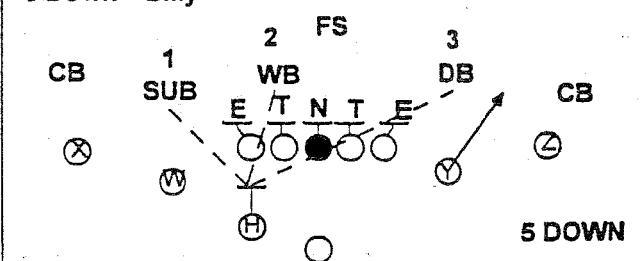
Rip, Rocko Peek for 2, Poss. Peter for 2



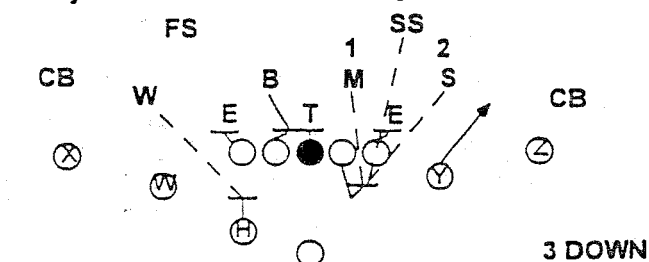
Ricky



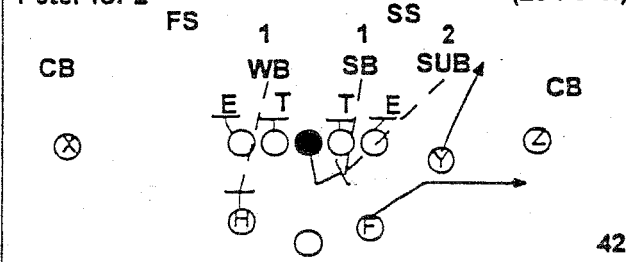
5 Down - Gilly



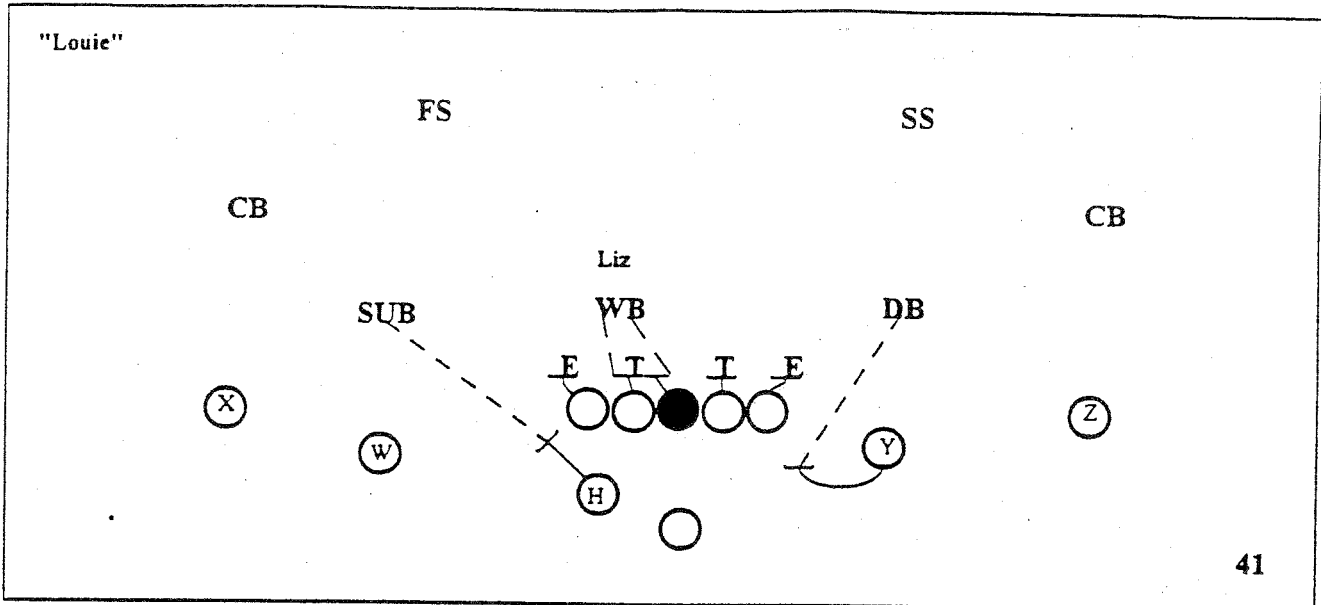
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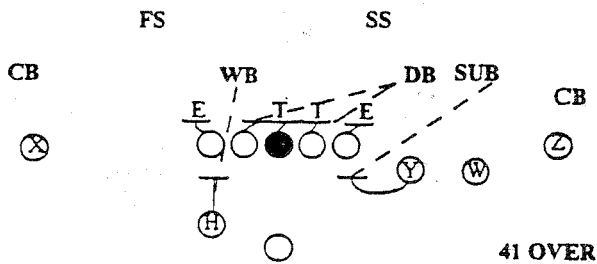
Peter for 2



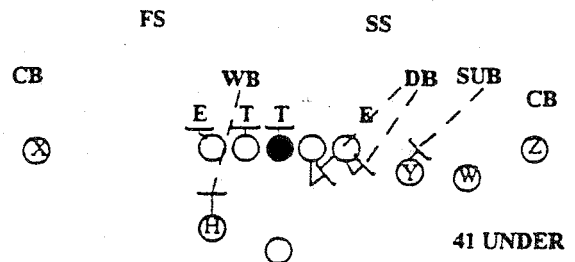
SUB PROTECTION: 24 (25) 74(75) 28 (29) 78(79)



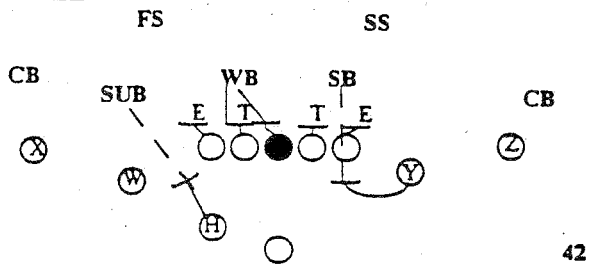
"Roger" Rip or Rocko Peek



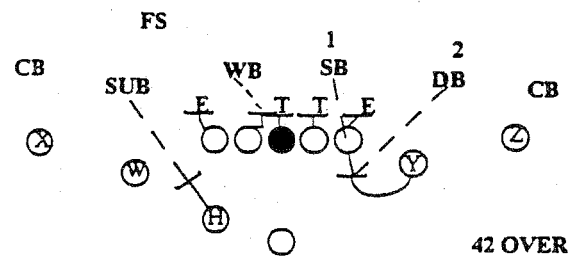
"Roger" Ralph



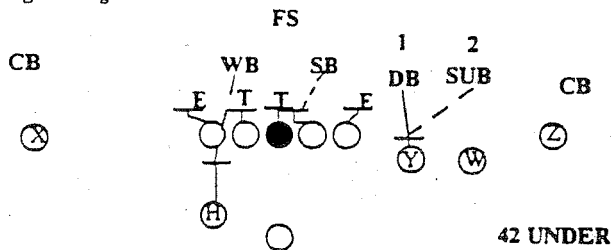
"Louie" Liz



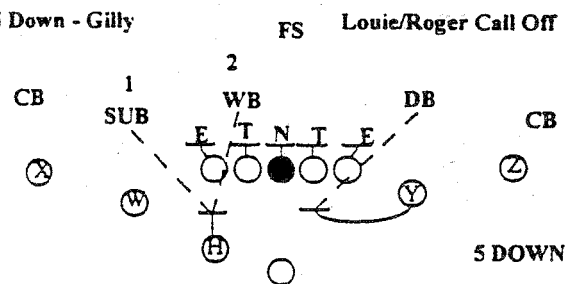
"Louie" Left In



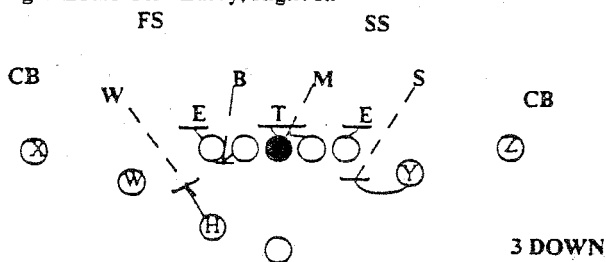
"Roger" Right In



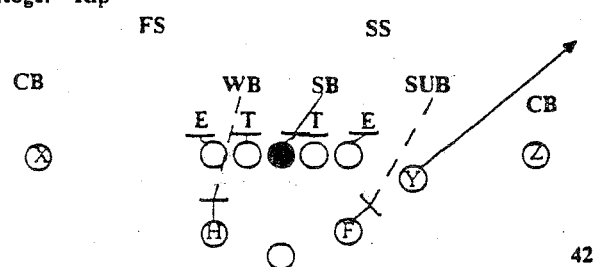
5 Down - Gilly



"Roger/Louie Off" Larry, Right In



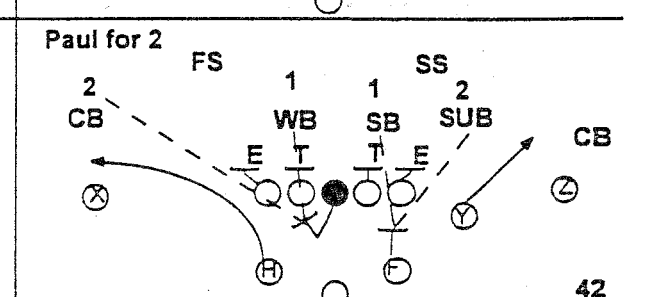
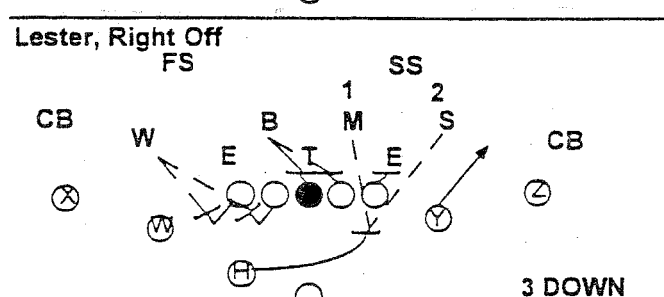
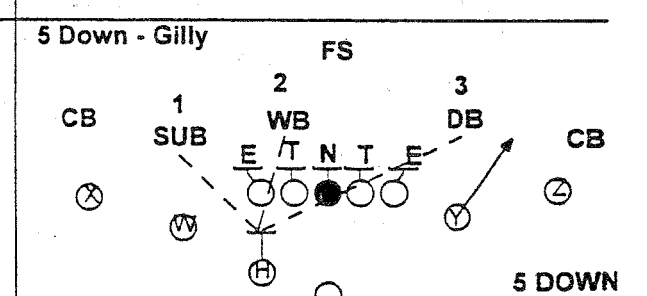
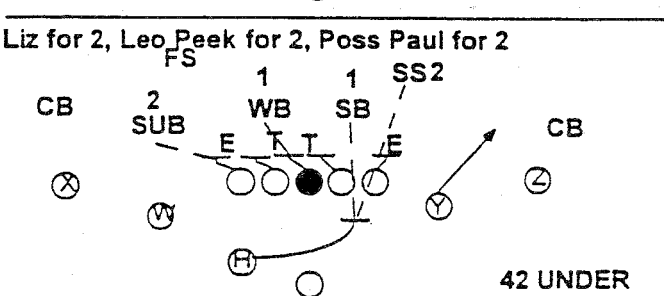
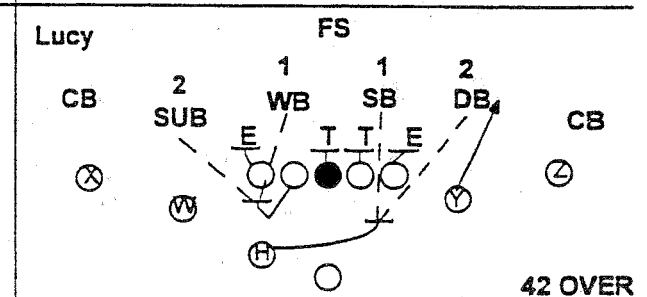
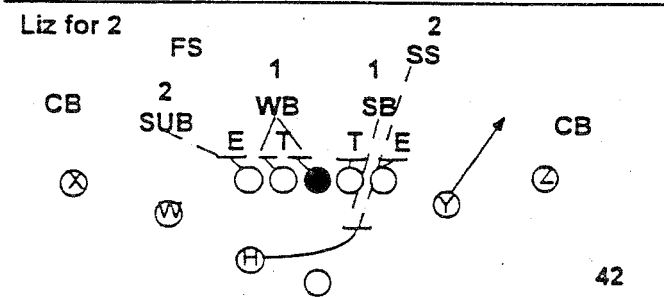
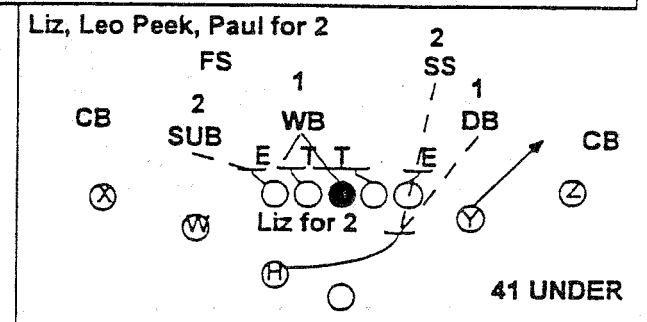
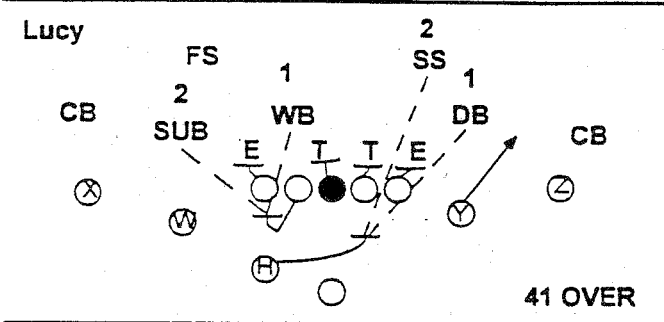
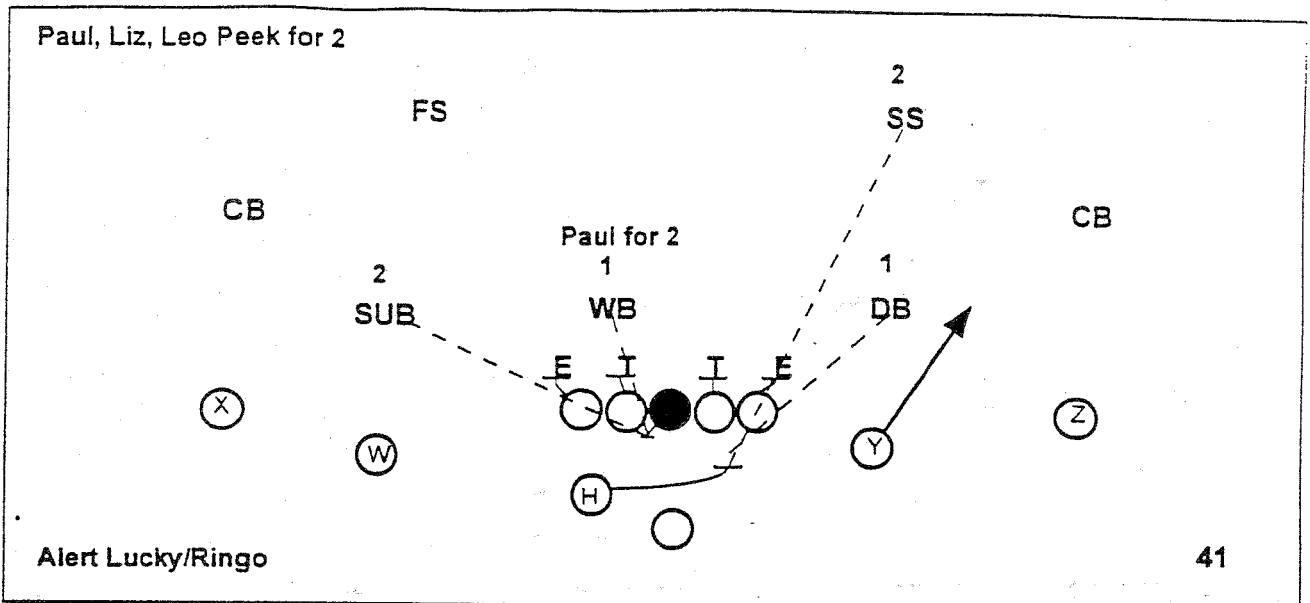
"Roger" Rip



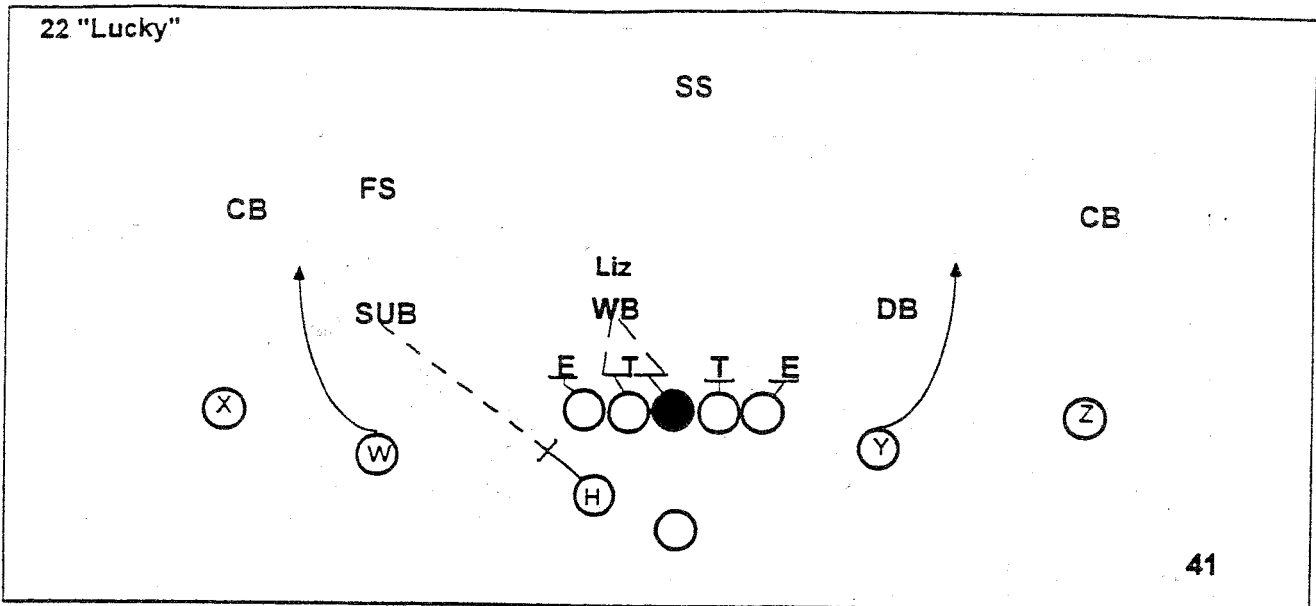
SUB PROTECTION:

82 (83)

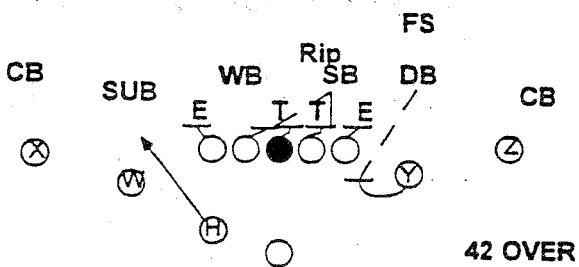
86(87)



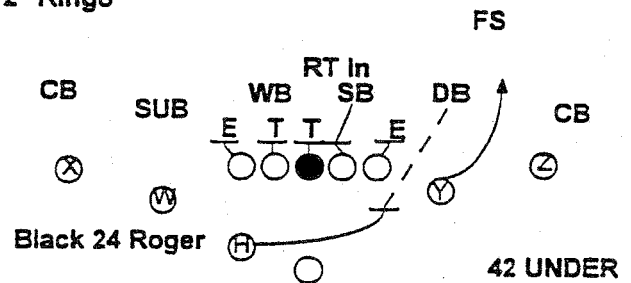
SUB PROTECTION: LUCKY / RINGO



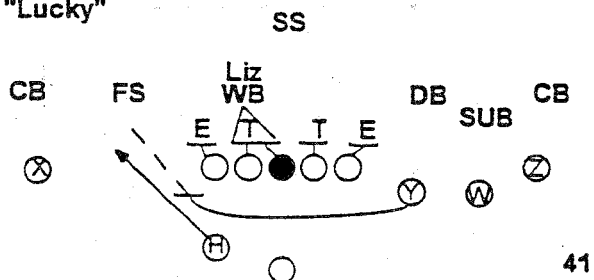
70 "Ringo",



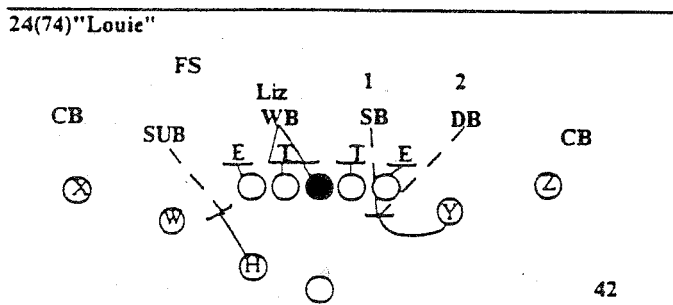
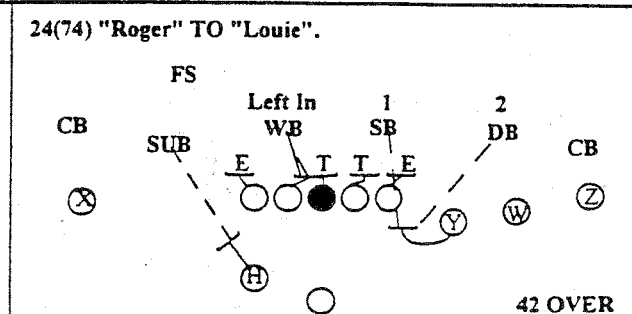
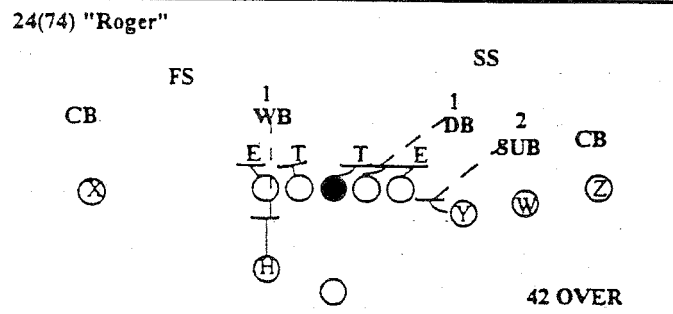
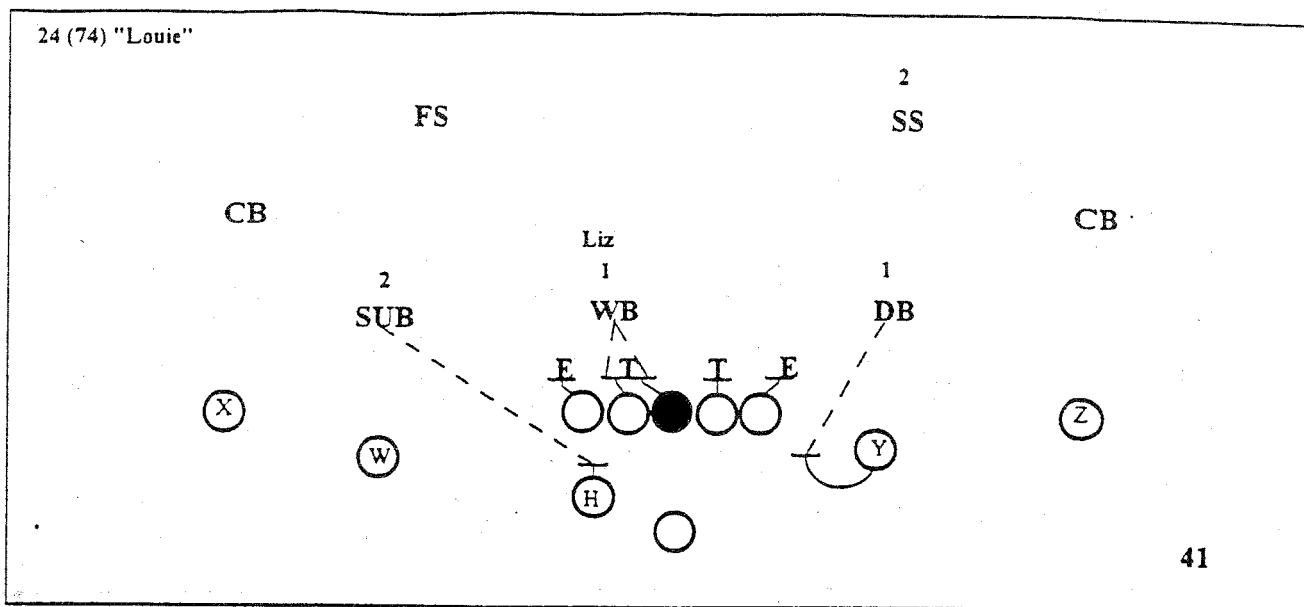
72 "Ringo"

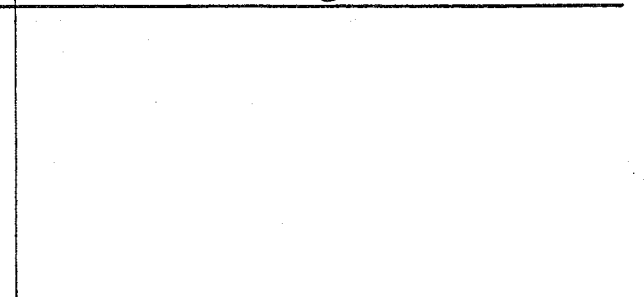
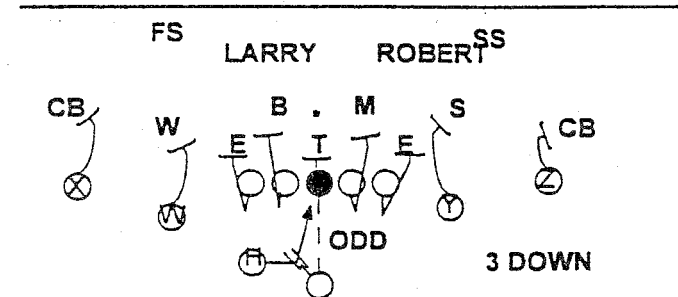
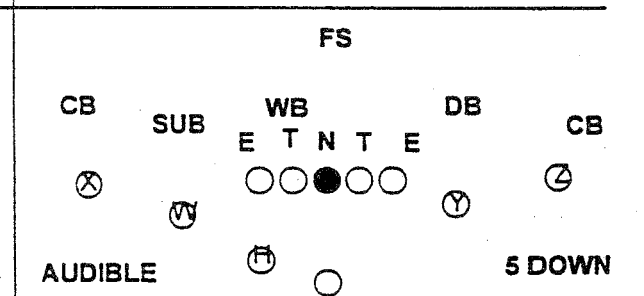
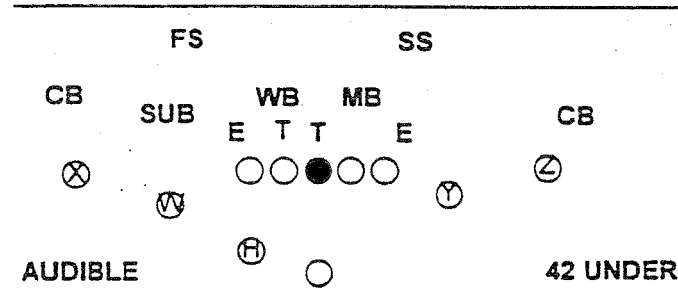
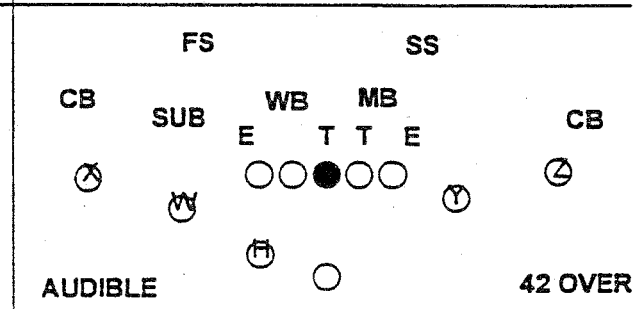
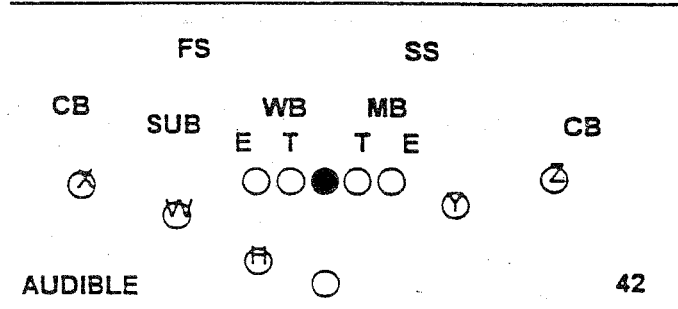
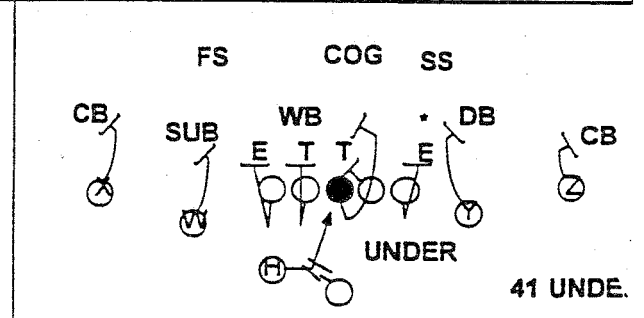
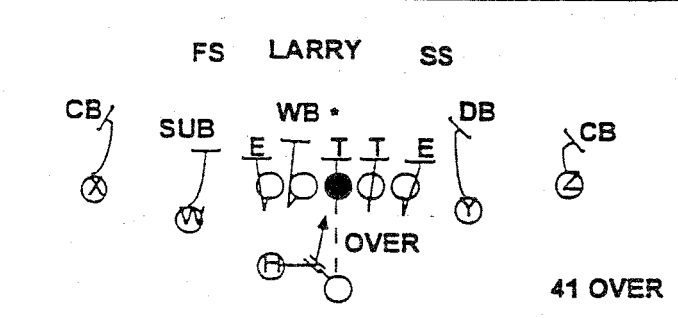
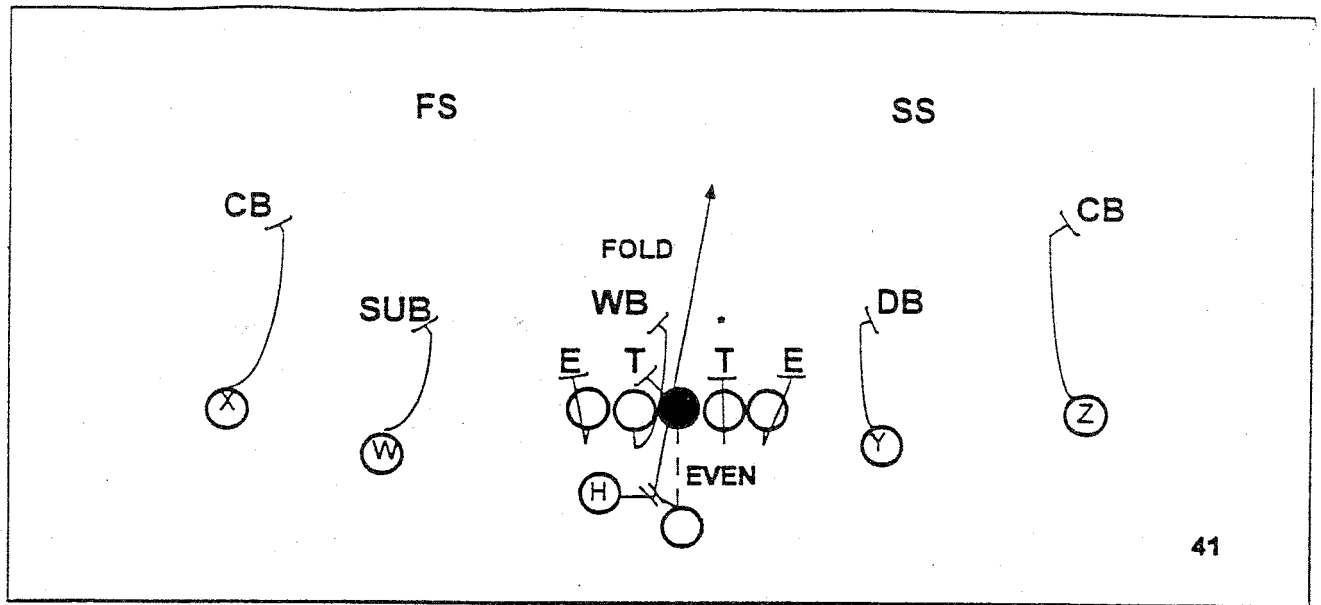


70 "Lucky"



SUB PROTECTION: ROGER / LOUIE



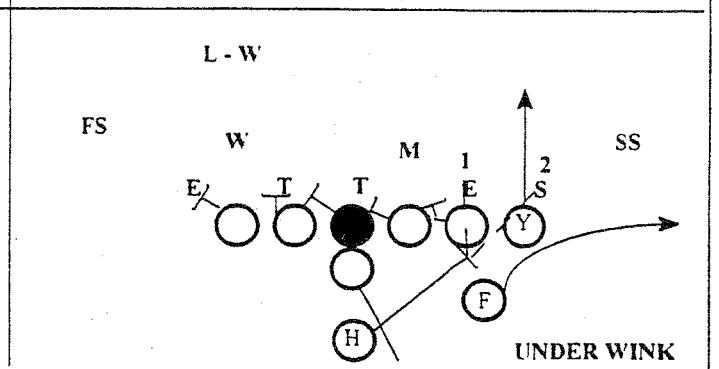
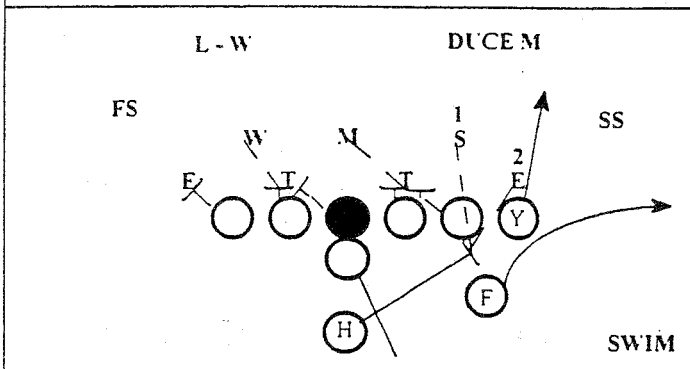
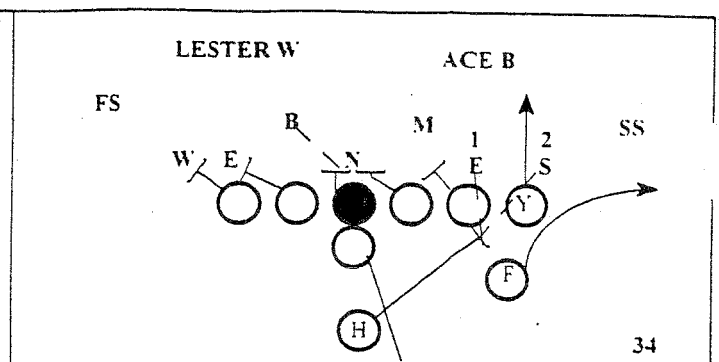
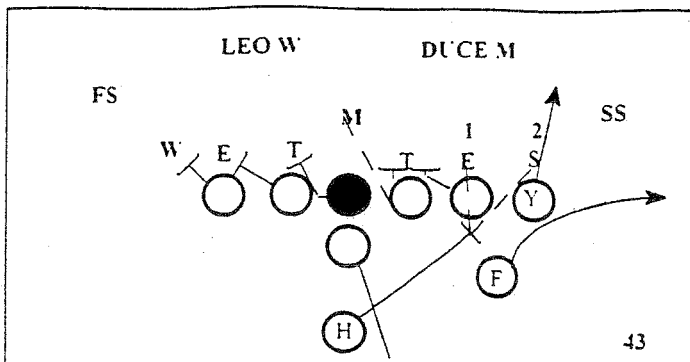




# PLAY ACTION

# PROTECTION: K4 (K5)

# GAP



## DESCRIPTION:

This is a Full gap 5 Step Play Action protection where the line accounts for the two DT's, Weakside End, Mike, and Will.

QB

Full Gap 5 Step Play Action (Reverse out if possible). Hot off of D Gap Rusher.

F

Free release - Alert for Hot throw in 2 Back sets.

H

Play Fake and block MDM on hip of Tackle (Str. LB or Def. End).

## BACKSIDE

## FRONTSIDE

392 Protection Rules.

C

392 Protection rules. Vs. Over - You, FSG, and FST have Nose, DT, and Mike.

G

392 Protection rules except if covered - the Center, You, and OT have the Nose, DT, and Mike.

T

Block Down. You and OG have DT and Mike.

Y

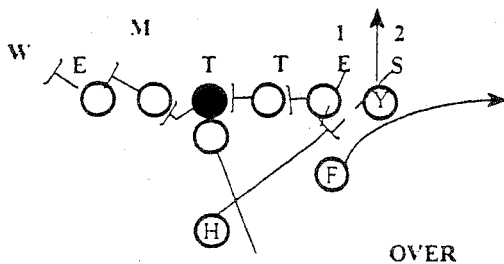
Release into route.

392 Protection Rules.

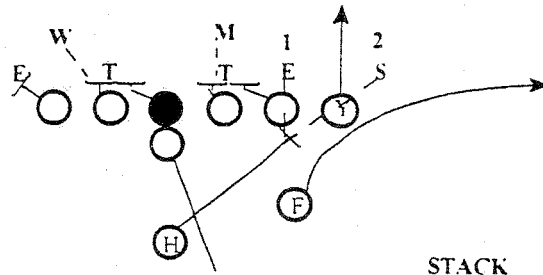
# PROTECTION: K4 (K5)

# GAP

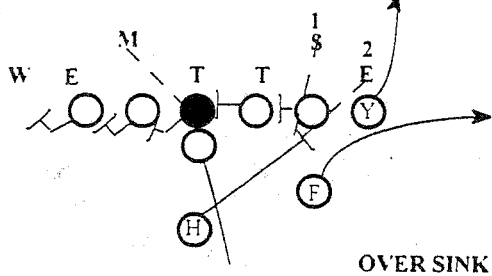
LESTER ANGLE FOR MIKE



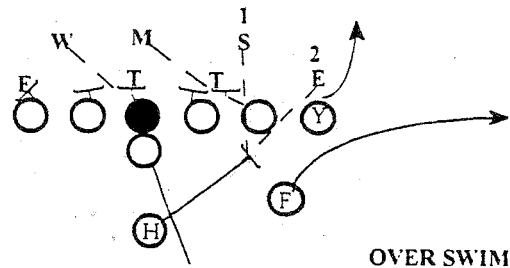
L - W DUCE M



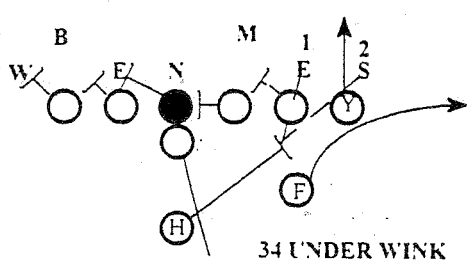
LESTER ANGLE FOR MIKE



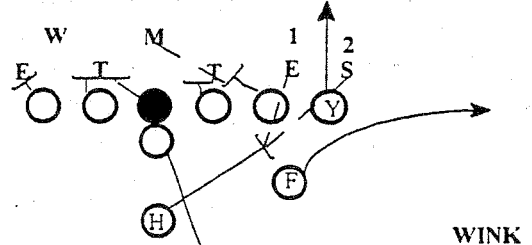
L - W DUCE MIKE



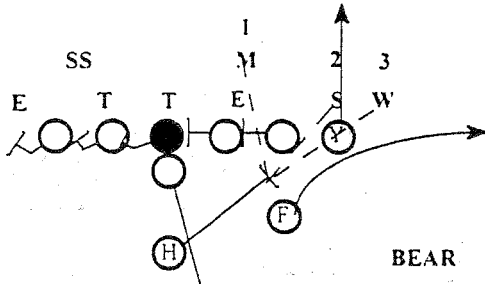
L - B



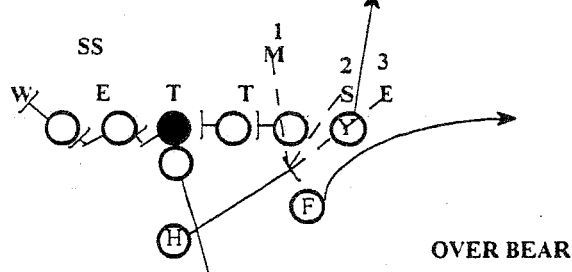
L - W DUCE MIKE



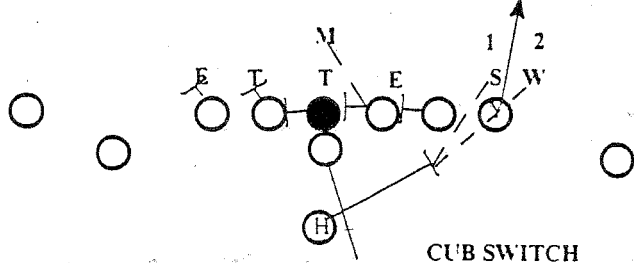
LIZ ANGLE FOR SS



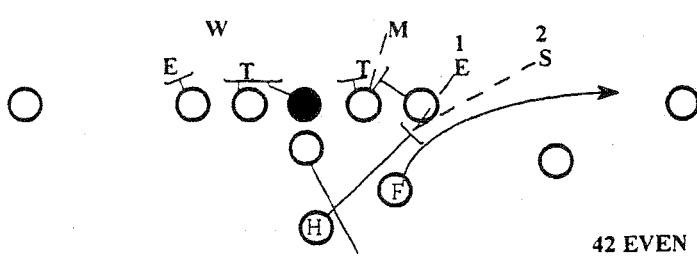
LIZ ANGLE FOR SS



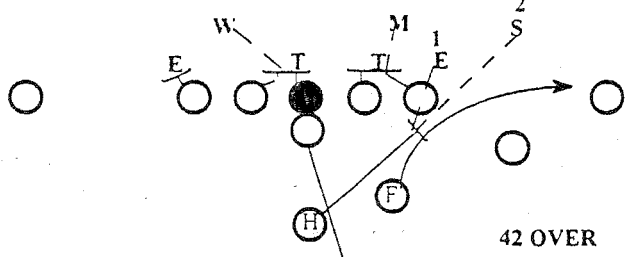
RT IN ANGLE FOR M



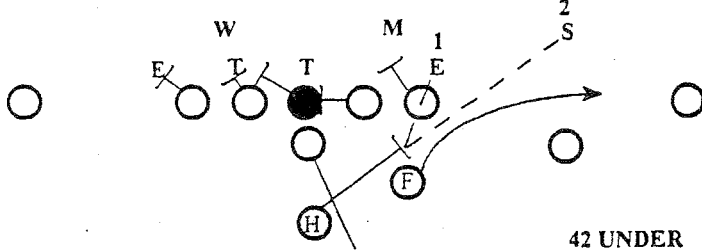
L - W DUCE M



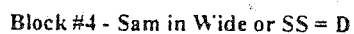
L - W DUCE M



L - W



**GAP**



PROTECTION: SPIDER 5 (4)

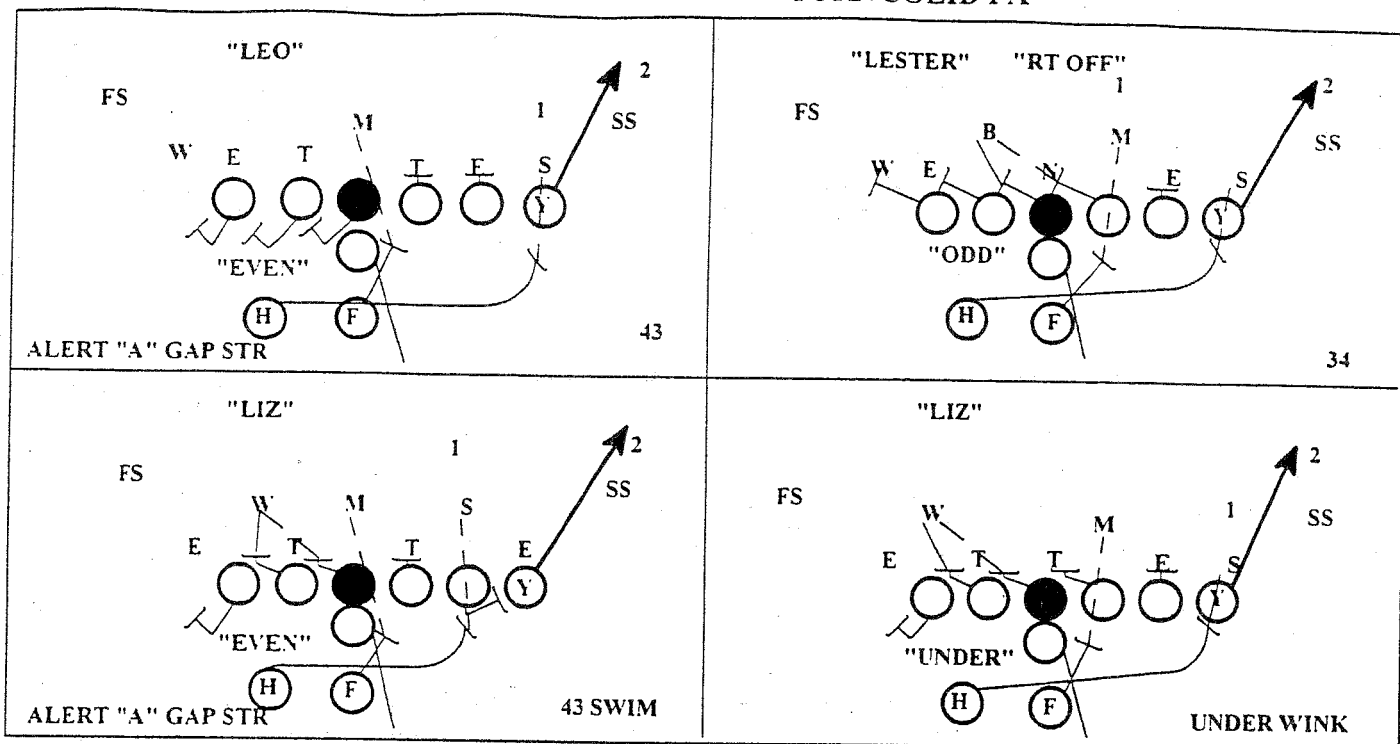
GAP

<p>ROCCOS</p> <p>OVER</p>	<p>DUCE M ROCCOS</p> <p>STACK</p>
<p>R-S</p> <p>OVER SINK</p>	<p>R-S</p> <p>OVER SWIM</p>
<p>RALPH ANGLE M</p> <p>34 UNDER WINK</p>	<p>DUCE M ROCCOS</p> <p>WINK</p>
<p>RIP ANGLE M</p> <p>BEAR</p>	<p>RIP ANGLE M</p> <p>OVER BEAR</p>
<p>RIP ANGLE M</p> <p>CUB SWITCH</p>	<p>42 EVEN</p>
<p>42 OVER</p>	<p>42 UNDER</p>

# PROTECTION:

PFB2 (3)

# TURN SOLID PA



## DESCRIPTION:

Pass FB 2 is a two back play action pass primarily used with the 5-step drop passing game. We want to sell the run by blocking and faking as aggressively as we can. The FB is responsible for the Mike, and the HB has the Sam. The offensive line protects the same as 82 (83), turning away from the playside call.

QB

Mainly a 5-step play action. Solid Protection: Alert Sight Adjust.

F

Play Fake--Check Mike.

H

Good Play Fake--Check Sam to S/S.

## BACKSIDE

Same as 82 (83) protection. Possible Jump.

Same as 82 (83) protection. Possible Jump.

## FRONTSIDE

C

Same as 82 (83) protection.

G

Same as 82 (83) protection.

T

Same as 82 (83) protection. If covered, Jump-em.

Y

Release aggressively--Stay low to sell run. No Swim release.

PROTECTION:

PFB2 (3)

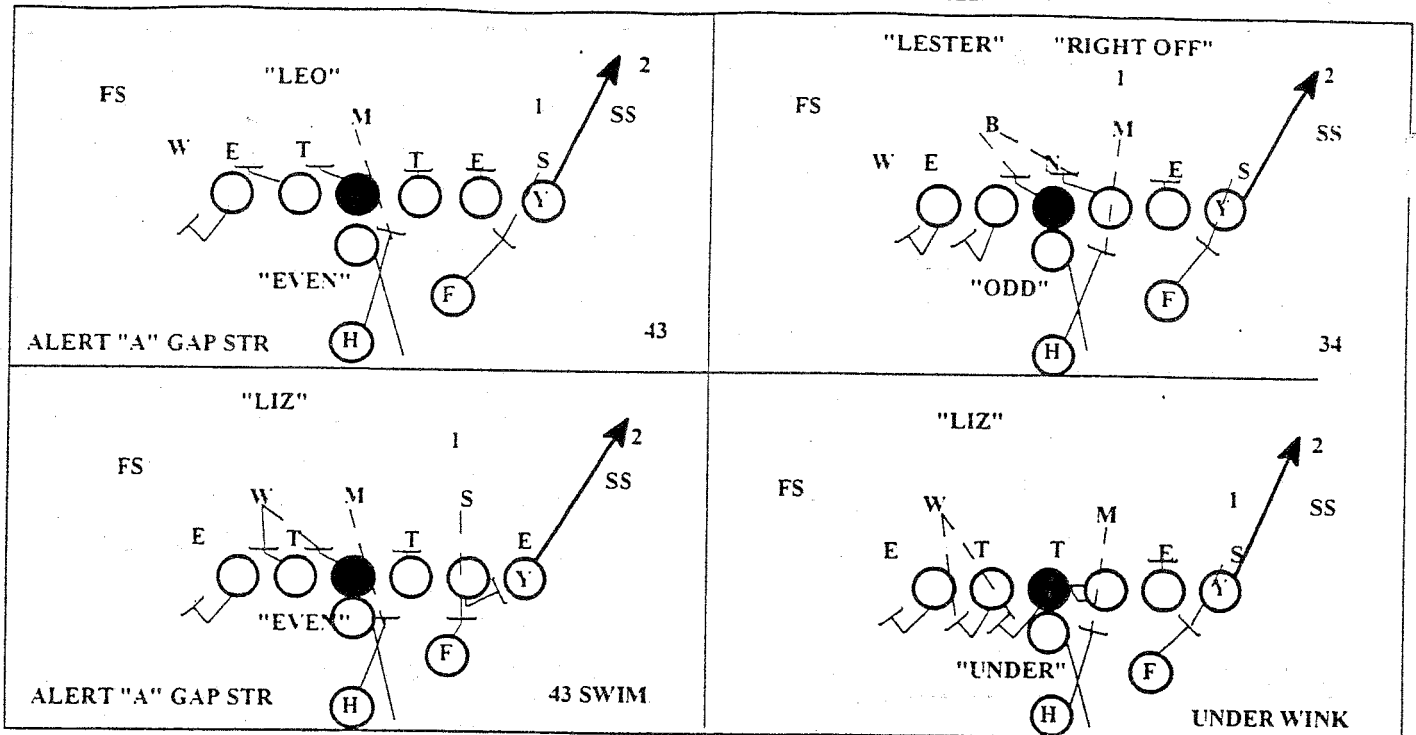
TURN SOLID PA

<p>"LESTER"</p> <p>43 OVER</p>	<p>"LIZ"</p> <p>ALERT "A" GAP STR 43 STACK</p>
<p>"LESTER"</p> <p>ALERT "A" GAP STR 43 OVER SINK</p>	<p>"READ IT"</p> <p>ALERT "A" GAP STR 43 OVER SWIM</p>
<p>"LIZ"</p> <p>34 UNDER WINK</p>	<p>"LIZ"</p> <p>ALERT "A" GAP STR 43 WINK</p>
<p>"LIZ ANGLE"</p> <p>BEAR</p>	<p>"LIZ ANGLE"</p> <p>OVER BEAR</p>
<p>CUB SWITCH</p>	<p>42 EVEN</p>
<p>42 OVER</p>	<p>42 UNDER</p>

# PROTECTION:

PHB2 (3)

TURN SOLID PA



## DESCRIPTION:

Pass HB 2 is a two back play action pass primarily used with the 7-step drop passing game. We want to sell the run by blocking and faking as aggressively as we can. The FB is responsible for the Sam, and the HB has the Mike. The offensive line protects the same as 82 (83). Turn away from the playside call

QB

Strongside play action. Fake to the HB with HB & FB on Check Releases. Mainly a 7-step drop.

F

Play Fake--Check Sam.

H

Play Fake--Check Mike.

## BACKSIDE

## FRONTSIDE

Same as 82 (83) protection. Possible Jump.

Same as 82 (83) protection. Possible Jump.

C

Same as 82 (83) protection.

G

Same as 82 (83) protection.

T

Same as 82 (83) protection. If covered, Jump-em.

Y

Release aggressively--Stay low to sell run. No Swim.



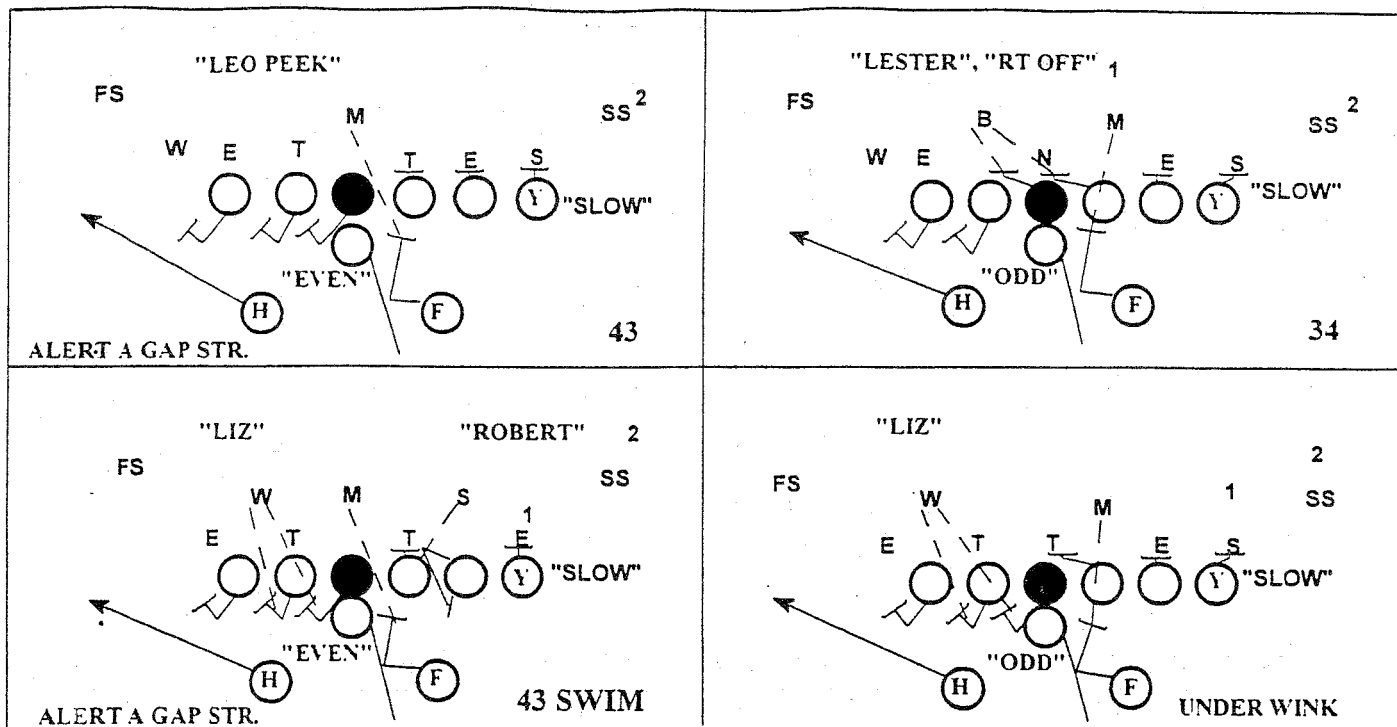
PROTECTION: PHB2 (3)

TURN SOLID PA

<p>"LESTER"</p> <p>43 OVER</p>	<p>"LIZ"</p> <p>43 STACK</p>
<p>"LESTER"</p> <p>ALERT "A" GAP STR 43 OVER SINK</p>	<p>"READ IT"</p> <p>ALERT "A" GAP STR 43 OVER SWIM</p>
<p>"LIZ"</p> <p>34 UNDER WINK</p>	<p>"LIZ"</p> <p>ALERT "A" GAP STR 43 WINK</p>
<p>"LIZ ANGLE SS"</p> <p>BEAR</p>	<p>"LIZ ANGLE SS"</p> <p>OVER BEAR</p>
<p>CUB SWITCH</p>	<p>42 EVEN</p>
<p>42 OVER</p>	<p>42 UNDER</p>

# PROTECTION: PF DRAW 2 (3)

# TURN SOLID PA



## DESCRIPTION:

Pass F Draw 2 (3) is designed to sell the draw to the FB getting the LB's to snug up. The HB has a free release into the pattern and the Y blocks #3. The faking FB has the Mike, and makes a "Draw" call at the mesh point. The offensive line turns away from the call, and the blocking is the same as 84 (85) protection for the line.

QB

5-step or 7-step drop determined by the route called. FB and Y are on Check Releases. Alert Sight Adjust. No Fake vs. Show Dog or Blitz.

F

Sell Draw Fake - Check Mike to SS. Call out "Draw" at mesh point.

H

Free Release

## BACKSIDE

## FRONTSIDE

Same as 84 (85) Protection.

C

Same as 84 (85) Protection.

Same as 84 (85) Protection.

G

Same as 84 (85) Protection.

T

Same as 84 (85) Protection.

Y

Draw Block 84 (85) protection. Give "Slow" call. Alert Out vs. Bear, Squeeze

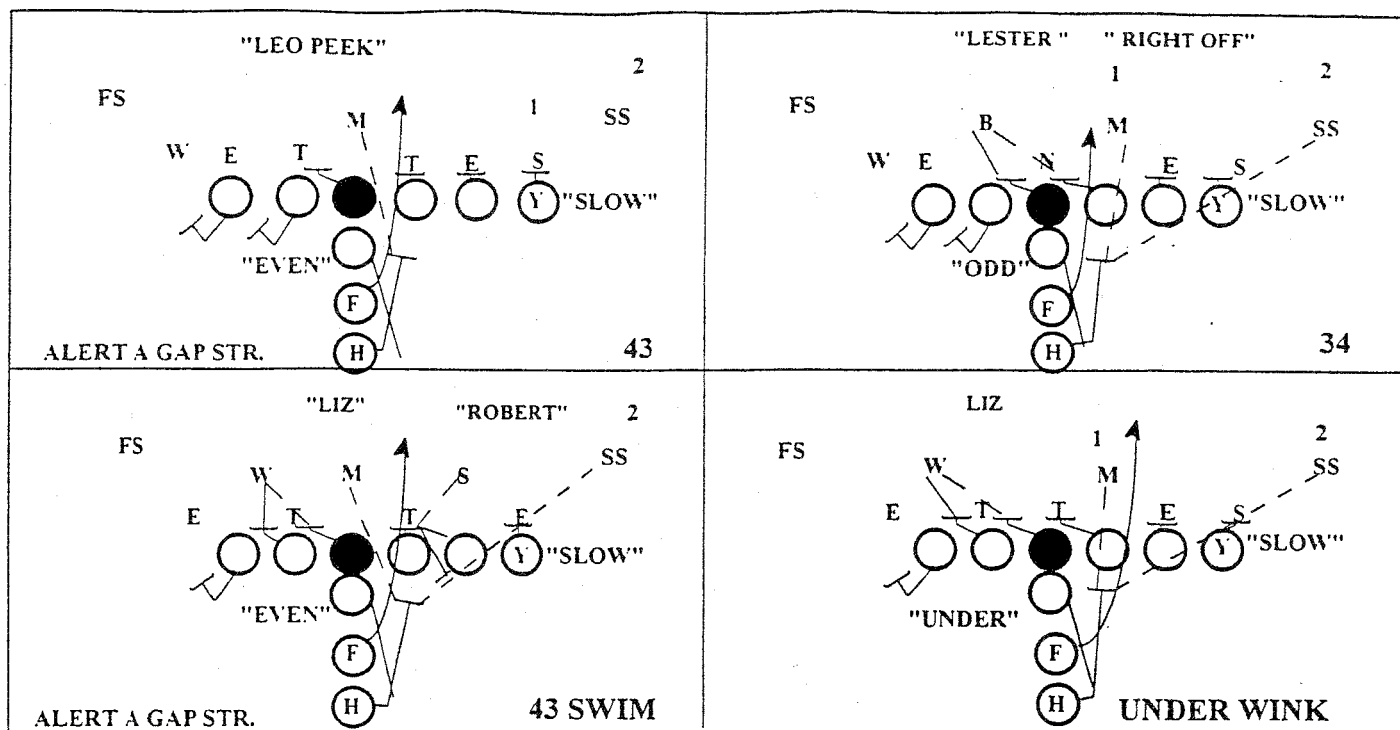
PROTECTION: PF DRAW 2 (3)

TURN SOLID PA

<p>"LESTER"</p> <p>43 OVER</p>	<p>"LIZ"</p> <p>43 STACK</p>
<p>"LESTER" "ROBERT"</p> <p>43 OVER SINK</p>	<p>"READ IT" "ROBERT"</p> <p>43 OVER SWIM</p>
<p>"LIZ"</p> <p>34 UNDER WINK</p>	<p>"LIZ"</p> <p>43 WINK</p>
<p>"LIZ ANGLE" "OUT"</p> <p>BEAR</p>	<p>"LIZ ANGLE" "OUT"</p> <p>OVER BEAR</p>
<p>CUB SWITCH</p>	<p>42 EVEN</p>
<p>42 OVER</p>	<p>42 UNDER</p>

# PROTECTION: PH DRAW 2 (3)

# TURN SOLID PA



## DESCRIPTION:

Pass H Draw 2 (3) is designed to sell the draw to the HB, getting the LB's to snug up. The FB has a free release into the pattern and the Y blocks #3. The faking HB has the Mike, and makes a "Draw" call at the mesh point. The offensive line turns away from the call, and the blocking is the same as 84 (85) protection for the line.

## FORMATION

1. RED. BROWN

QB

5-step or 7-step drop determined by the route called. HB & Y are on Check Releases. Alert Sight Adjust. No fake vs. Show Dog or Blitz.

F

Free Release

H

Good Over The Ball Draw fake. Call out "Draw" at mesh point. Block Mike to S/S.

## BACKSIDE

## FRONTSIDE

Block #2. Possible Rip/Liz, Ralph-Lester and Rocko-Leo calls. Possible Read It vs. Over Tilt.

Block #3. Alert Rip/Liz, Ralph-Lester and Rocko/Leo calls.

C

Block #1 weak. Make Rip/Liz, Rt/Lt Off or Rocko/Leo calls. Possible Angle calls vs. Cub / Bear.

G

Uncovered - Block #0.  
Covered - Block #1. Robert or Larry for Sam vs. Sink. Alert A gap calls.

T

Block #2. Robert or Larry for Sam vs. Sink. Alert Rip - Liz Angle vs. Cub / Bear.

Y

Draw Block 84 (85) protection. Give "Slow" call. Alert Out vs. Bear. Alert squeeze.

PROTECTION: PH DRAW 2 (3)

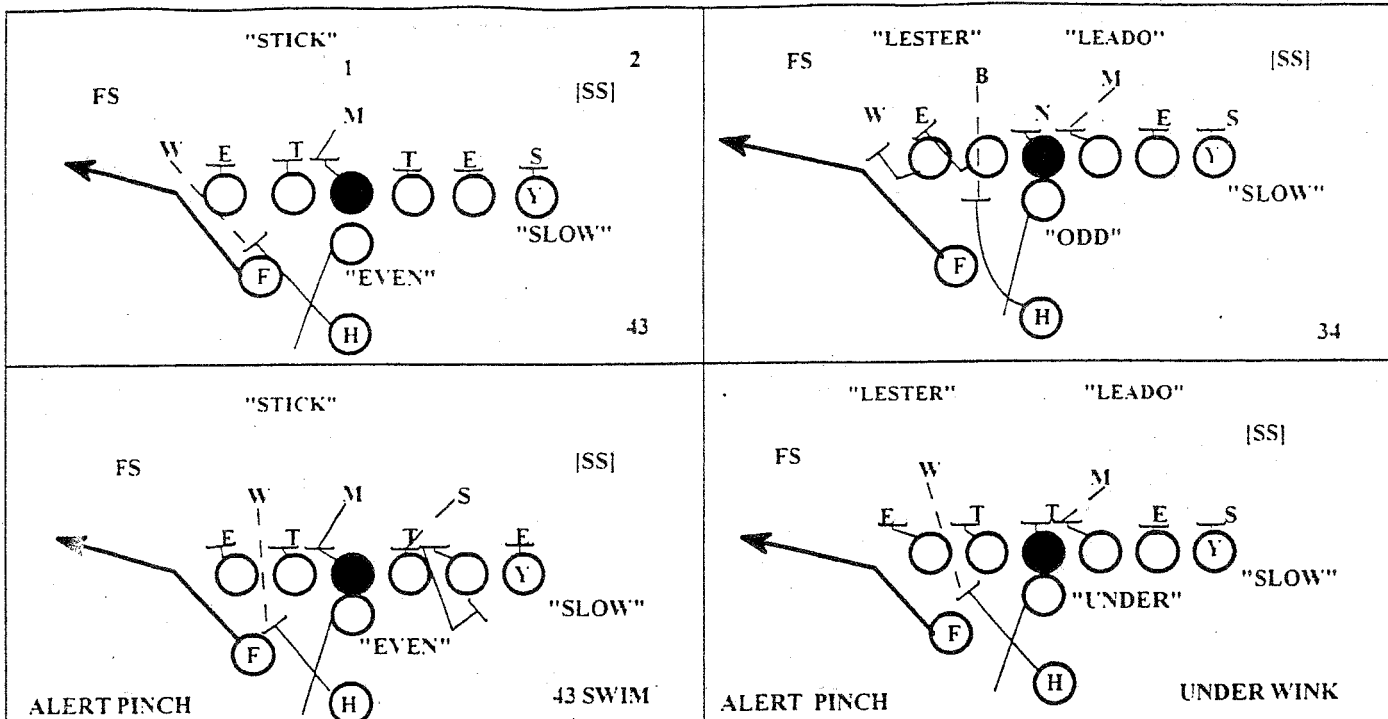
TURN SOLID PA

<p>"LESTER"</p> <p>43 OVER</p>	<p>"LIZ"</p> <p>ALERT A GAP STR.</p> <p>43 STACK</p>
<p>"LESTER" "ROBERT"</p> <p>43 OVER SINK</p>	<p>"READ IT" "ROBERT"</p> <p>43 OVER SWIM</p>
<p>"LIZ"</p> <p>34 UNDER WINK</p>	<p>"LIZ"</p> <p>ALERT A GAP STR.</p> <p>43 WINK</p>
<p>"LIZ" "ANGLE"</p> <p>BEAR</p>	<p>"LIZ" "ANGLE"</p> <p>OVER BEAR</p>
<p>M</p> <p>CUB SWITCH</p>	<p>W M S</p> <p>42 EVEN</p>
<p>W M S</p> <p>42 OVER</p>	<p>W M S</p> <p>42 UNDER</p>

# PROTECTION:

P35 (34) [65 (64)]

# SOLID PA



## DESCRIPTION:

Pass 35 (34) is a good play action off a basic run. We want to sell the run as aggressively as possible. The HB blocks Will after the fake, and the FB has a free release. The protection for the line is the same as 75 (74) with play action. The Y has #3 and the interior line has Solid protection, doing it aggressively, especially playside.

We can run 65 (64) out of different formations, with the only difference being the HB has a free release and the FB faking and blocking the Will.

QB

Play action with 5 or 7 step drop. Solid protection. Alert Sight Adjust.

F

Free Release.  
c.p. From Brown P65 (64) Backs switch assignments!!

H

Play Fake--Block Will. Alert Fan.

## BACKSIDE

## FRONTSIDE

Block #1 Sell the run. Block 65 (64).

Block #2. Block the run. Block 65 (64). Alert Slow call from TE. block check zone S/S.

Block #3. Call Slow. Block M.D.M. vs. Bear Fronts. Fan Zone vs. Cub Switch front.

C

Block #0 to Mike. Alert Stick. Leado. Block 65 (64).

G

Block #1 if covered. Ralph-Lester vs. Guard bubble. Possible Stick for Mike.

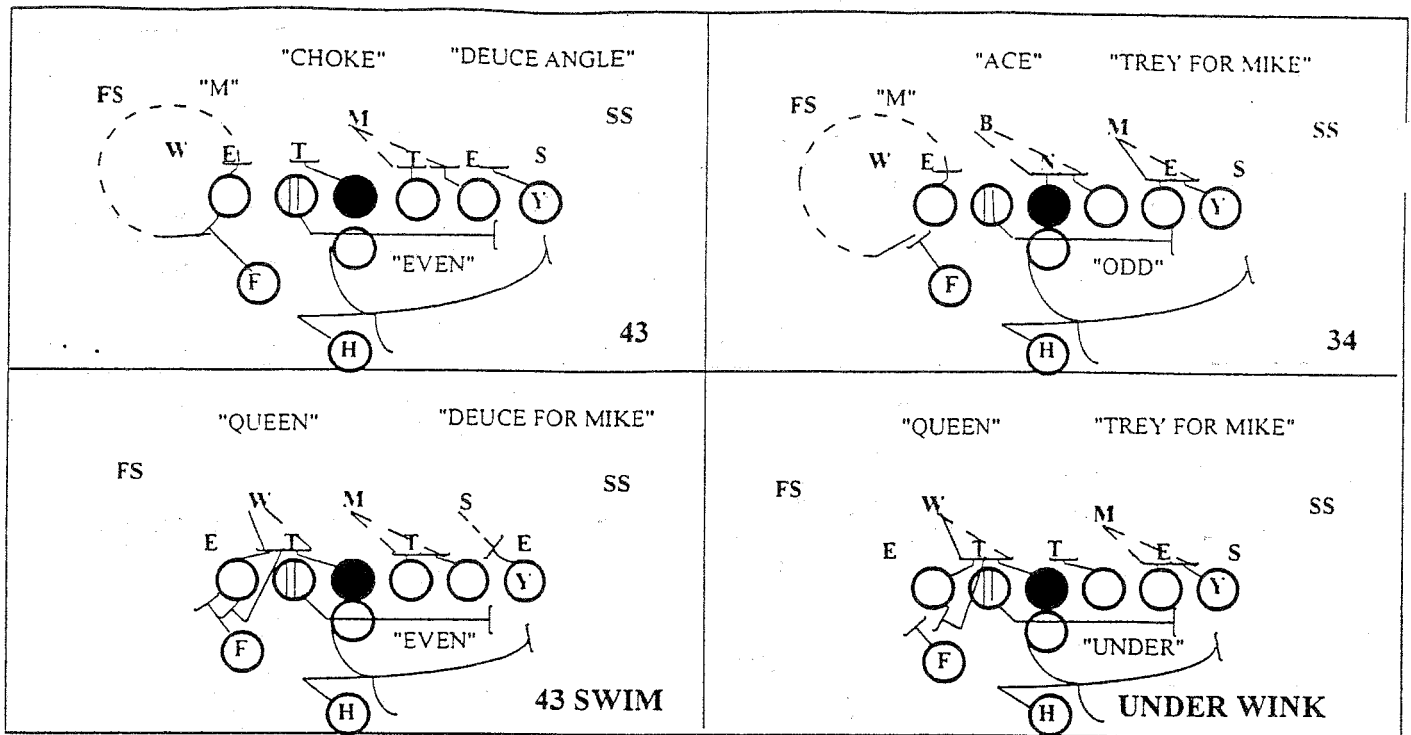
T

Block #2 if covered. If uncovered - Ralph-Lester vs. Wink look. Ralph-Lester vs. Guard bubble.

Y

<p>"LESTER"</p> <p>43 OVER</p>	<p>"DOT"</p> <p>43 STACK</p>
<p>"LESTER" "BOUNCE"</p> <p>43 OVER SINK</p>	<p>"LESTER" "BOUNCE"</p> <p>43 OVER SWIM</p>
<p>"LESTER" "LEADO"</p> <p>34 UNDER WINK</p>	<p>"STICK" "M"</p> <p>43 WINK</p>
<p>"LESTER" "BOUNCE" (AUDIBLE)</p> <p>42 BEAR</p>	<p>"LESTER" "BOUNCE" (AUDIBLE)</p> <p>42 OVER BEAR</p>
<p>42 CUB SWITCH</p>	<p>42 EVEN</p>
<p>42 OVER</p>	<p>42 UNDER</p>

# PROTECTION: PASS 36 (37) COUNTER



## DESCRIPTION:

Play Action Mis-Direction off the Counter Series.  
QB faking the Counter Strong, with Weakside Guard pulling to block strong. FB blocks Weak. HB Strong.

## FORMATION:

1 WEAK. FOX

QB

Fake 36 Counter--Set Up Inside Hip of Right Guard.

F

Block EMLOS--Check Flat.

H

Fake 36 Counter--Block EMLOS--Check Flat.

## BACKSIDE

Pull and come under control at the Onside Tackle Box and block first defender outside of TE'S Block.

Block 36 Ctr F aggressively for two steps and come under control. M zone vs DOS. Sift with Back

## FRONTSIDE

C

Block 36 Ctr F aggressively for 3 steps and come under control. Choke vs Loaded, Queen vs Wink. Ace vs Odd. Angle vs Bear or Cub.

G

Block 36 ctr f aggressively for 2 steps and come under control. Alert Ace - Deuce and Angle calls.

T

Block 36 Ctr f aggressively for 2 steps and come under control. Alert Trey, Deuce - Angle calls.

Y

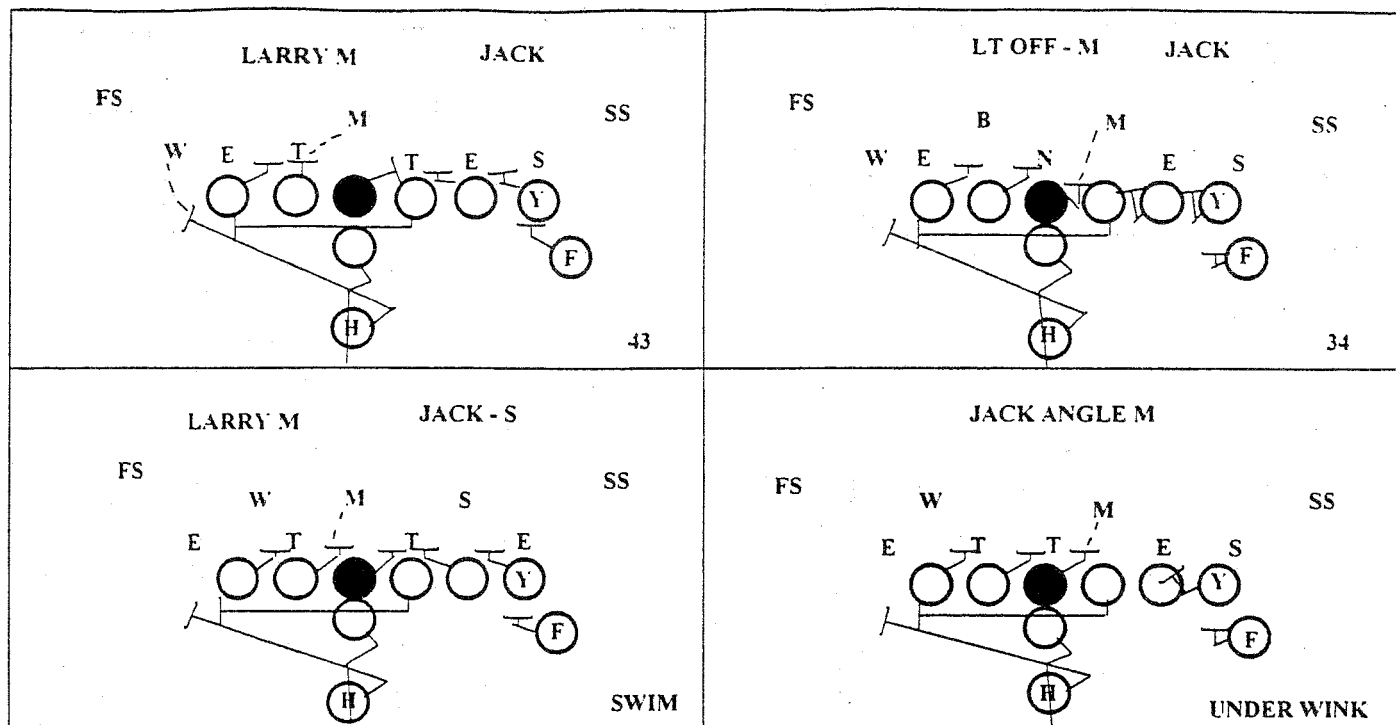
Block 36 Counter aggressively for two steps and come under control. Alert Trey, Deuce, Angle, & Gap It Calls. Protect Inside Gap.



PROTECTION: PASS 36 (37) COUNTER

<p>"SIFT" "DEUCE ANGLE MIKE"</p> <p>43 OVER</p>	<p>"QUEEN" "DEUCE ANGLE FOR MIKE"</p> <p>43 STACK</p>
<p>"SIFT" "DEUCE OR ANGLE FOR MIKE"</p> <p>43 OVER SINK</p>	<p>"M" "DEUCE MIKE"</p> <p>43 OVER SWIM</p>
<p>"QUEEN" "TREY"</p> <p>34 UNDER WINK</p>	<p>"QUEEN" "DEUCE ANGLE MIKE"</p> <p>43 WINK</p>
<p>"QUEEN ANGLE"</p> <p>BEAR</p>	<p>"QUEEN ANGLE"</p> <p>OVER BEAR</p>
<p>CUB SWITCH</p>	<p>42 EVEN</p>
<p>42 OVER</p>	<p>42 UNDER</p>

# PROTECTION: P37 (36) STUTTER



## DESCRIPTION:

8 man Play Action Pass Gap protection. Similar to our P36 (37) Ctr Play Action with fake coming off our 37 (36) Stutter. Ideally used with deeper 2 receiver routes down - field.

QB

Play Action off of 37 (36) Stutter that provides a solid 8 man gap protection.

F

PProtect D Gap backside.

H

Fake Stutter - Protect D Gap frontside.

## BACKSIDE

## FRONTSIDE

Parallel pull - block frontside C Gap

C

Cover for pulling Guard. Left Off or Jack.

Protect B Gap. Jack vs Guard covered.

G

Protect A Gap. Left Off or Jack. Angle vs Nose.

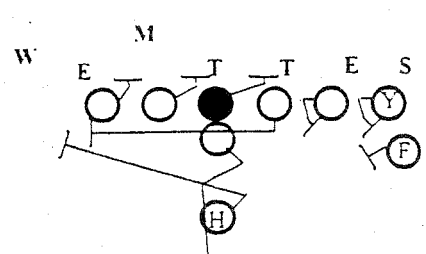
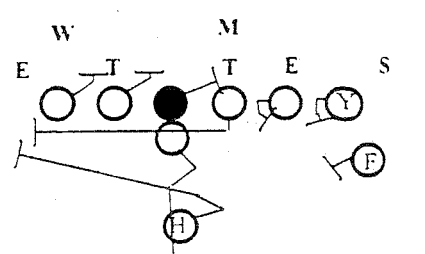
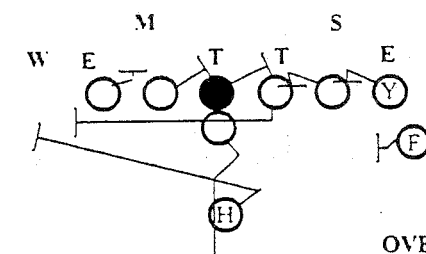
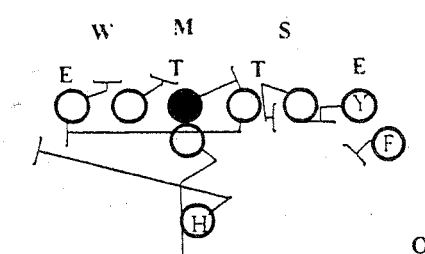
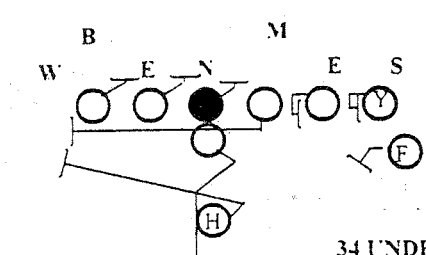
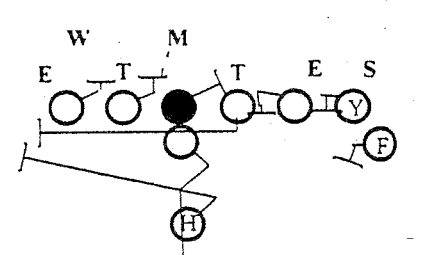
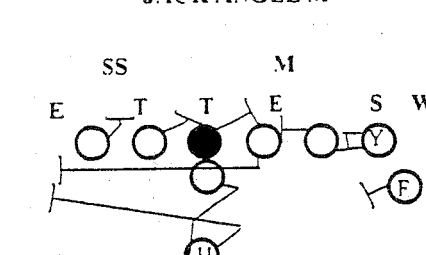
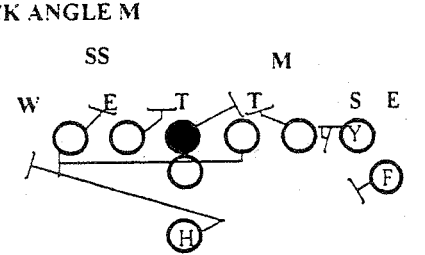
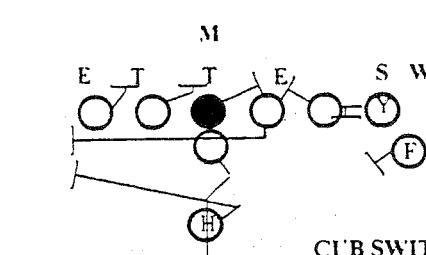
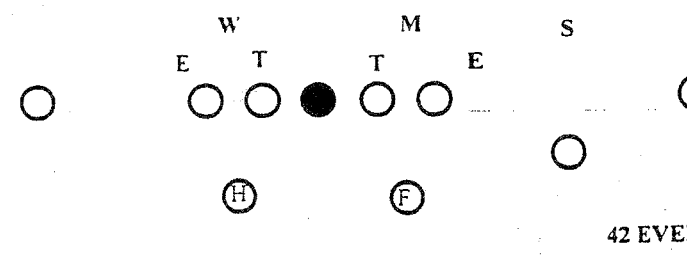
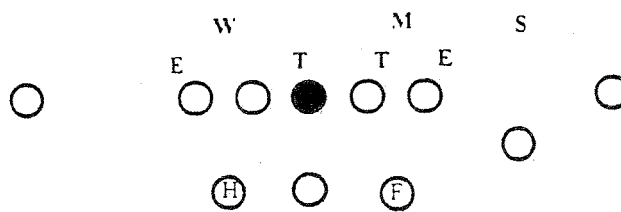
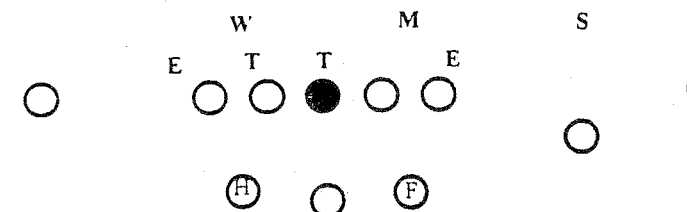
Protect C Gap.

T

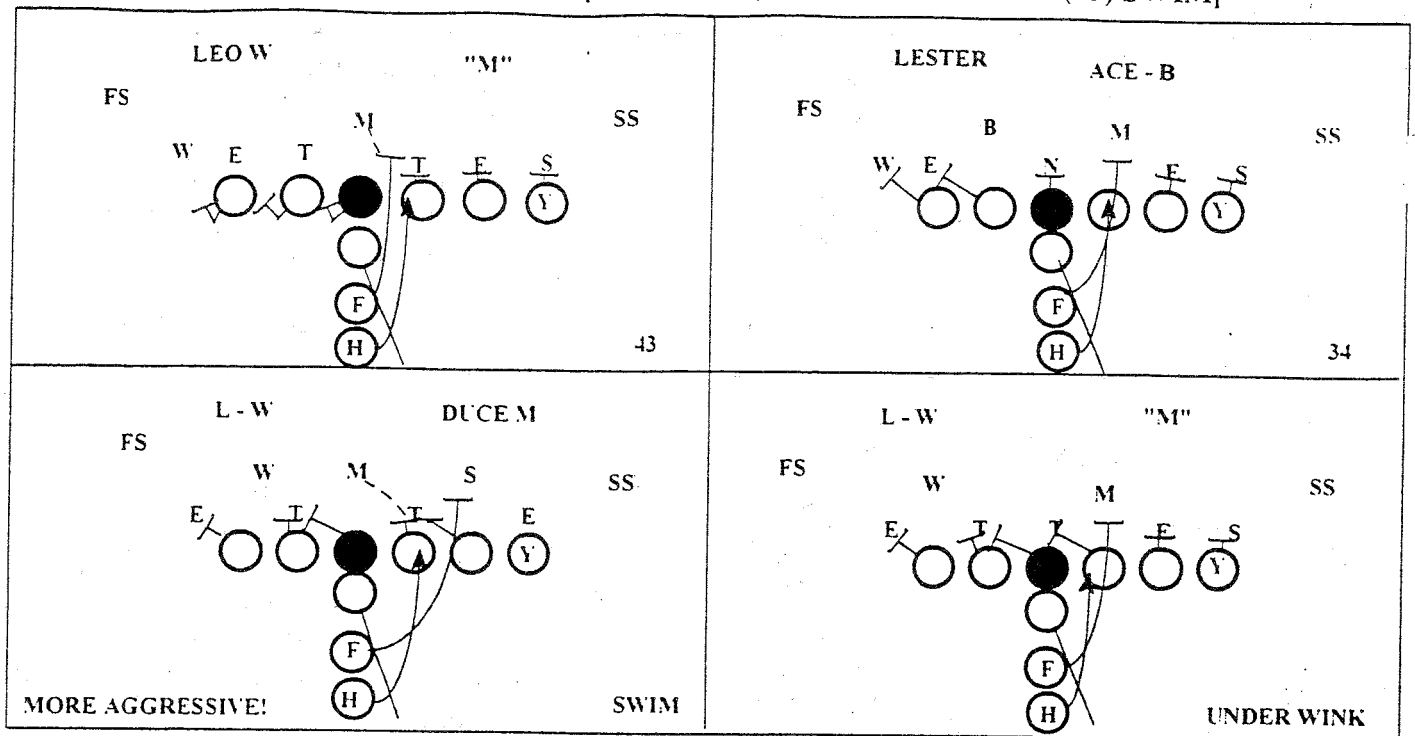
Protect B Gap. Robert Larry or Jack Angle for Mike.

Y

# PROTECTION: P37 (36) STUTTER

<p>JACK</p>  <p>OVER</p>	<p>LARRY MIKE JACK</p>  <p>STACK</p>
<p>JACK S</p>  <p>OVER SINK</p>	<p>JACK S</p>  <p>OVER SWIM</p>
<p>LT OFF M JACK</p>  <p>34 UNDER WINK</p>	<p>LARRY MIKE JACK</p>  <p>WINK</p>
<p>JACK ANGLE M</p>  <p>BEAR</p>	<p>JACK ANGLE M</p>  <p>OVER BEAR</p>
<p>JACK ANGLE M</p>  <p>CUB SWITCH</p>	 <p>42 EVEN</p>
 <p>42 OVER</p>	 <p>42 UNDER</p>

# PROTECTION: PEPPER 32 (33) SWIM [PEPPER 18(19) SWIM & PUSH 32(33) SWIM]



## DESCRIPTION:

Quick-hitting heavy run fake play action. Mainly to be used with 3 - step throws. Protecting back is responsible for SLB or MLB - depending on front. Vs. DOS looks he blocks Mike. All other fronts block Sam.

QB

Pepper Swim protection is a quick hitting heavy run play action (mainly for 3-step throws).

F

Block Sam in Swim, Sink, or Wide look.  
Block Mike vs. DOS look.

H

Free to sell run with a great fake!

## BACKSIDE

Pass block 42 Ace Swim Rules.

Pass block 42 Ace Swim Rules.

## FRONTSIDE

C

Pass block 42 Ace Swim Rules.

G

Pass block 42 Ace Swim Rules.

T

Pass block 42 Ace Swim Rules.

Y

Block DE vs Swim, Sink, or Wide look.  
Block Sam vs DOS."Out" vs. Skin/Switch.

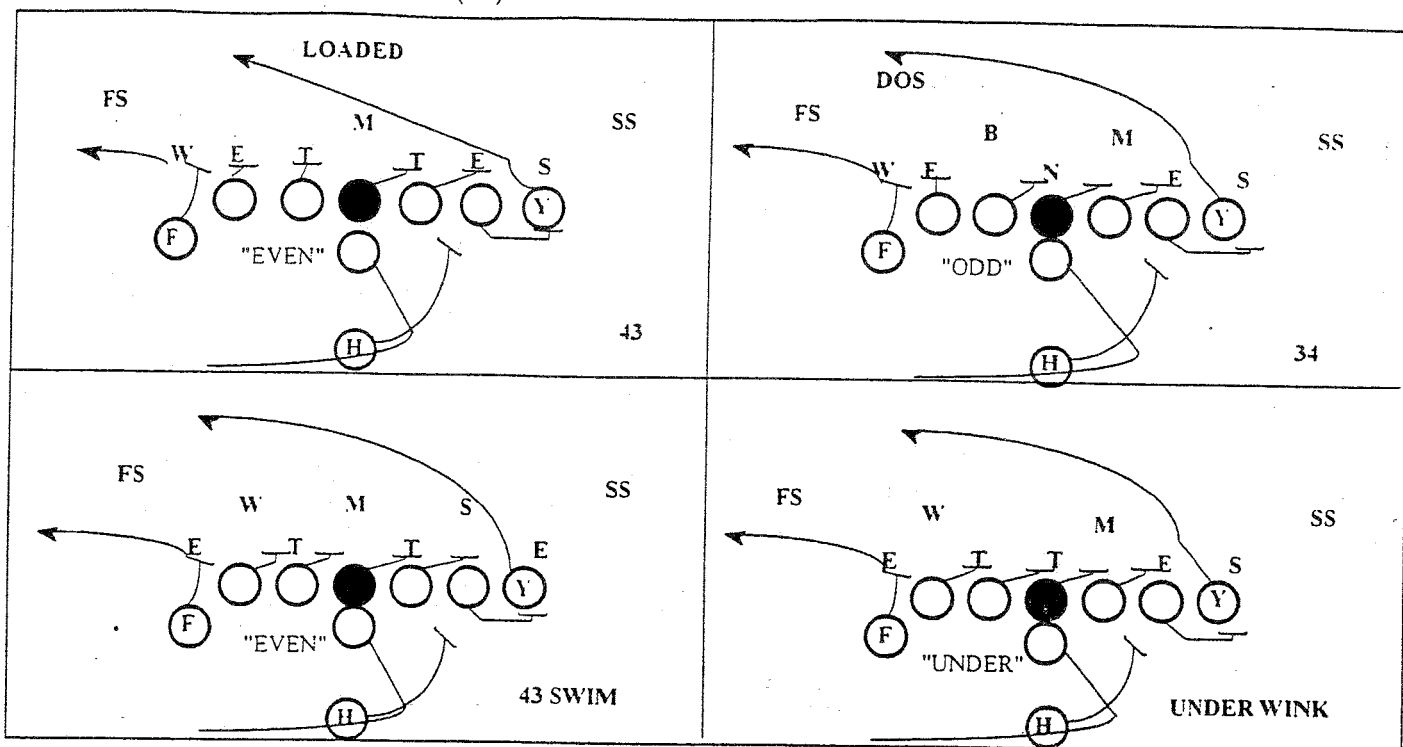
PROTECTION: PEPPER 32 (33) SWIM [PEPPER 18(19) & PUSH 32(33) SWIM]

<p>LESTER DOS=M</p> <p>OVER</p>	<p>L-W DOS=M</p> <p>STACK</p>
<p>LESTER ANGLE M</p> <p>OVER SINK</p>	<p>L-W DUCE M</p> <p>OVER SWIM</p>
<p>L-B DOS</p> <p>34 UNDER WINK</p>	<p>L-W DOS</p> <p>WINK</p>
<p>LIZ ANGLE SS</p> <p>"OUT" BEAR.</p>	<p>LIZ ANGLE SS</p> <p>"OUT" OVER BEAR</p>
<p>RT ANGLE MIKE</p> <p>CUB SWITCH</p>	<p>***FALCON = PEPPER 32 BASE</p> <p>42 EVEN</p>
<p>***FALCON = PEPPER 32 BASE</p> <p>42 OVER</p>	<p>***FALCON = PEPPER 32 BASE</p> <p>42 UNDER</p>



**ACTION**

# PROTECTION: NAKED 38 (39)



## DESCRIPTION:

Play Action Mis-direction off the Outside Zone play. Line & Back must sell 38 (39). After the back fakes he is responsible for C Gap. Line be alert for LB Dog.

## FORMATION:

FOX, FALCON, I WEAK

QB

Fake 38 Action--Get Depth & Head Around

F

Block Down--Man Over OT--Release into pattern.

H

Fake 38 Action--Block C-Gap

## BACKSIDE

## FRONTSIDE

Block playside Gap. Vs. "Loaded" bluff 2 technique.

Block playside Gap. Vs. "Loaded" or DOS bluff DE.

C

Block playside Gap.

G

Block playside Gap.

T

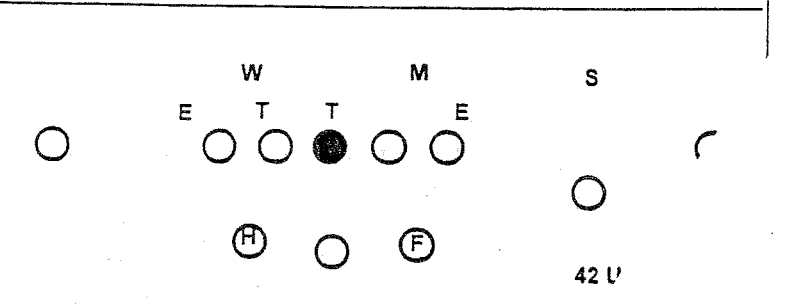
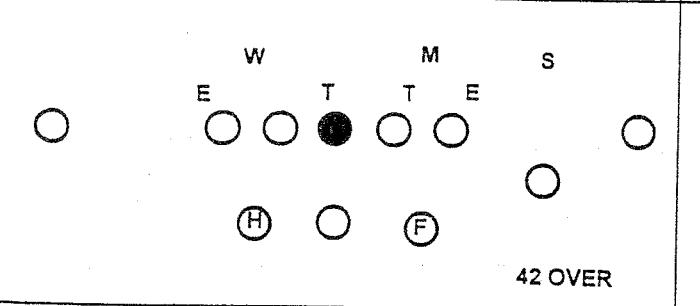
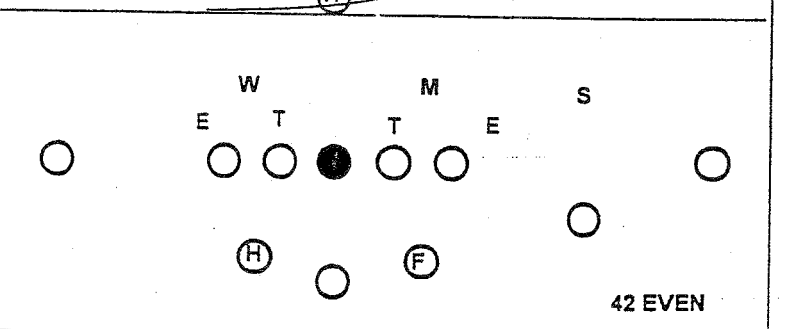
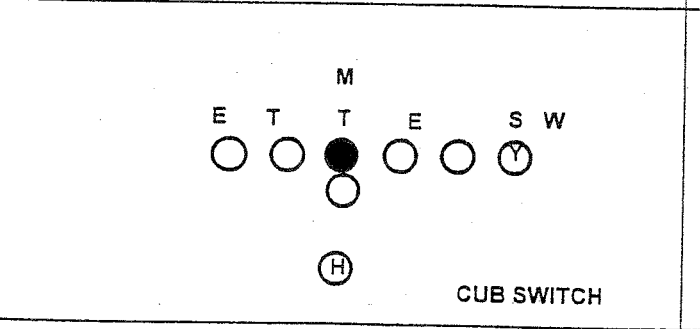
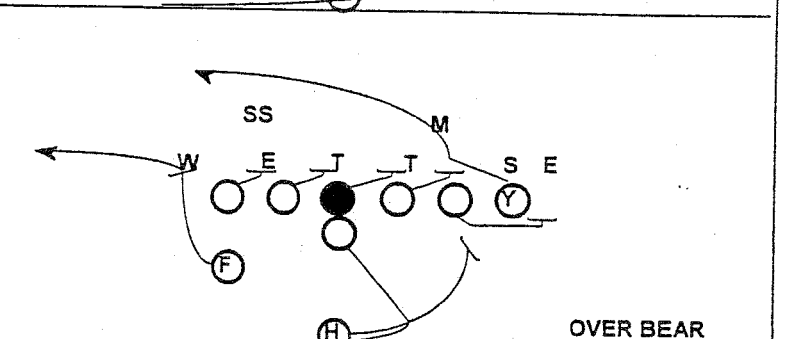
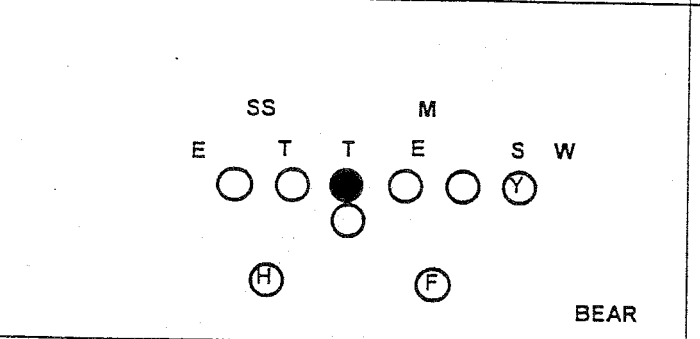
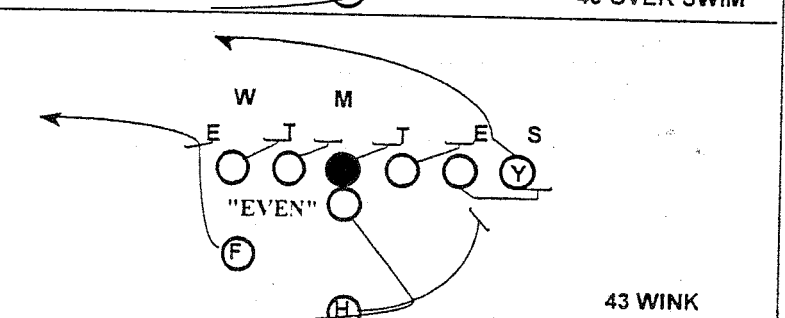
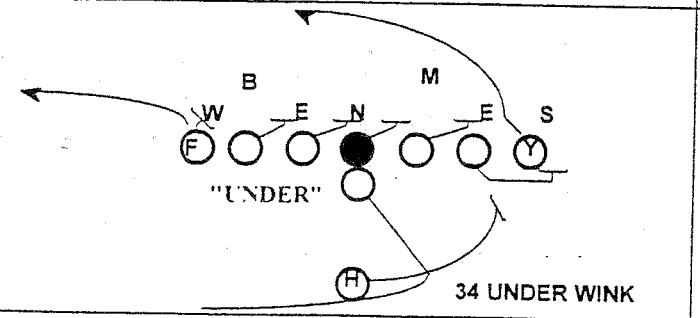
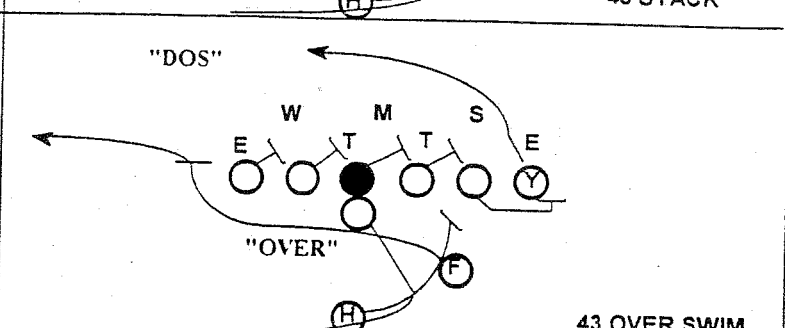
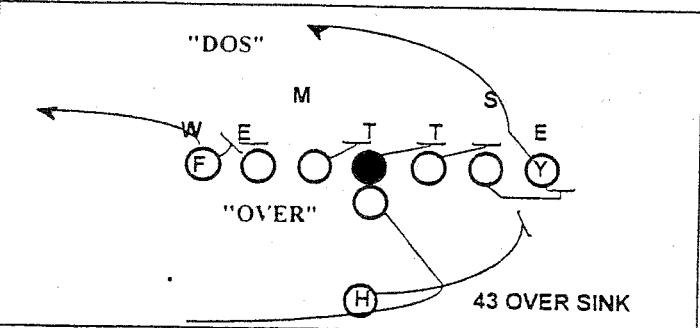
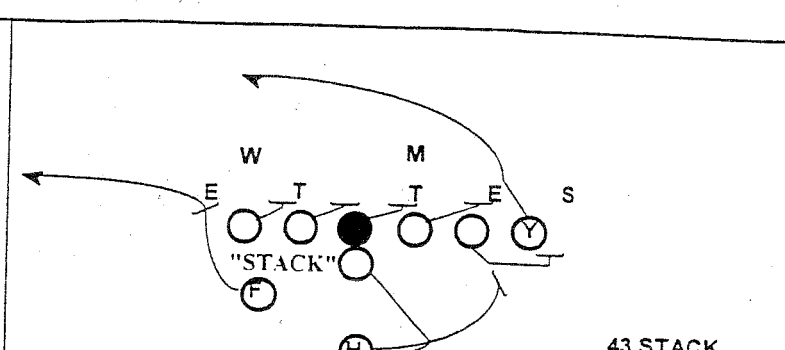
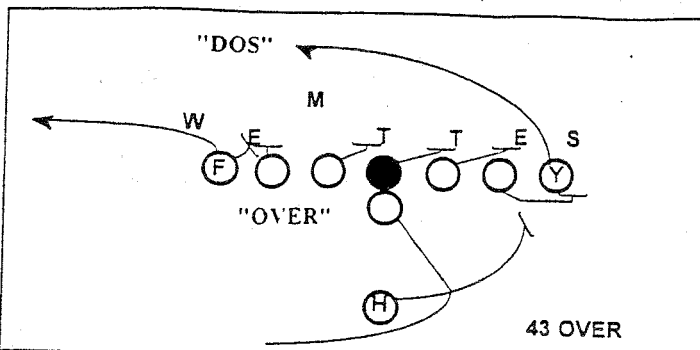
Pull and block first defender outside of TE. Alert "D" call.

Y

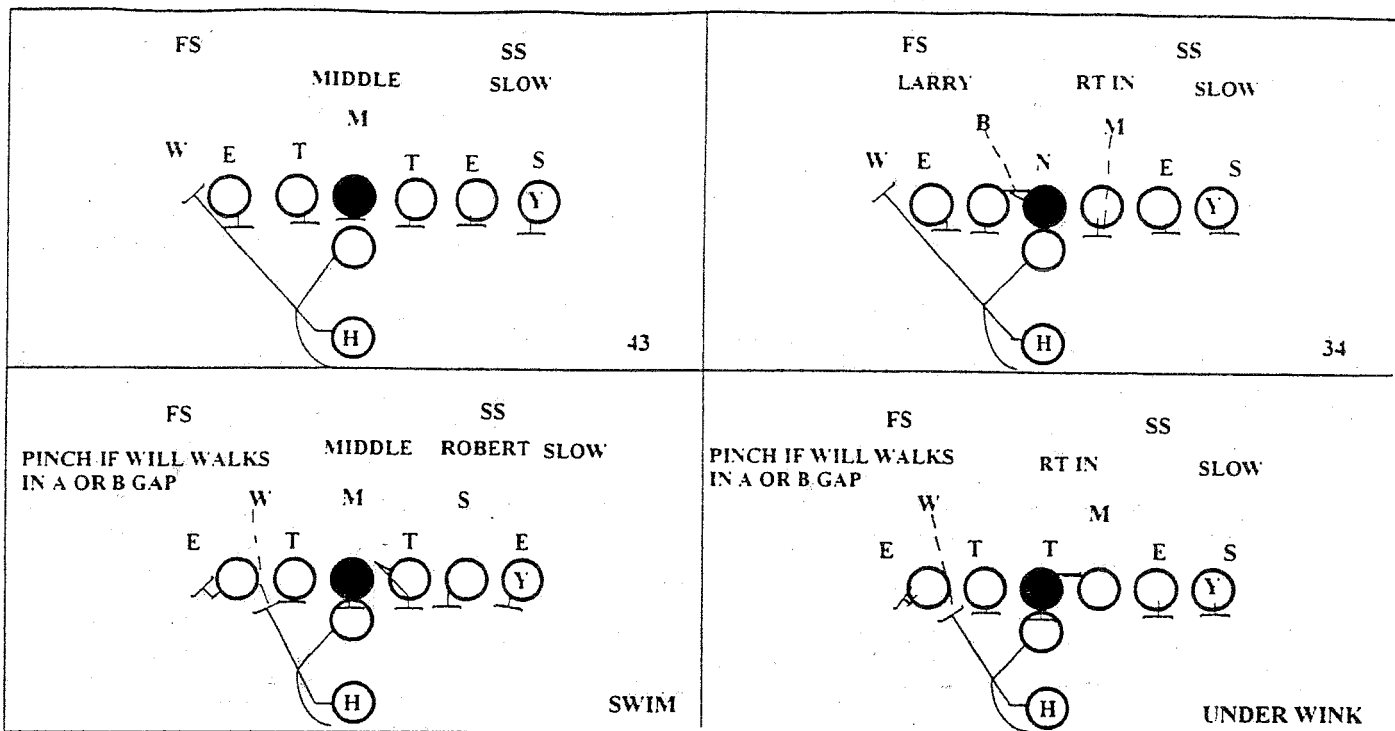
Inside Release into Pattern.



PROTECTION: NAKED 38 (39)



# PROTECTION: NAKED 39 (38) SOLID



## DESCRIPTION:

Naked Mesh with QB pulling up over Center. Y or F (backside) stays in "Solid" for protection.

QB

Naked Action-Pulling up 8-9 yards deep over center.

F

Free Release.

H

Block OSLB to Fake Side - S / W. Pinch Adj. if Will walks up in A or B Gaps.

## BACKSIDE

## FRONTSIDE

Block 74 Protection. Pinch if Will walks in A or B Gap.

C

Block 74 Protection. Find Mike.

G

Block 74 Protection.

Block 74 Protection. Pinch if Will walks in A or B Gap.

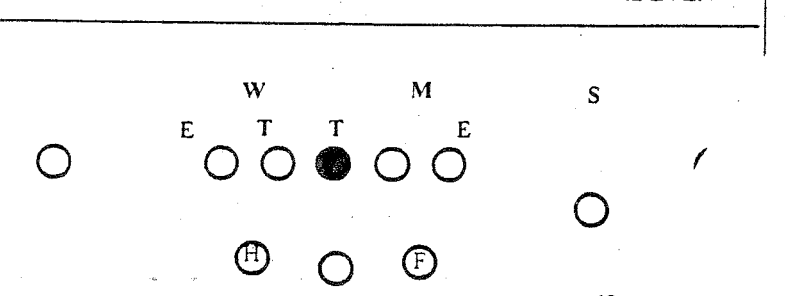
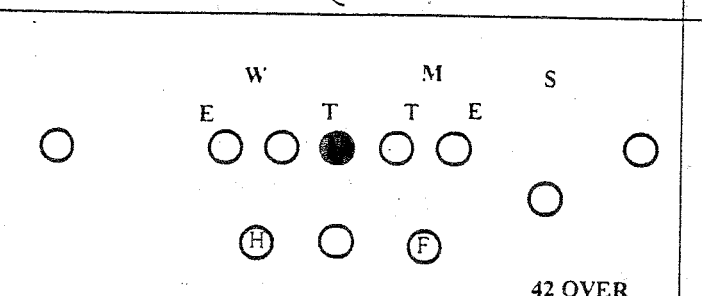
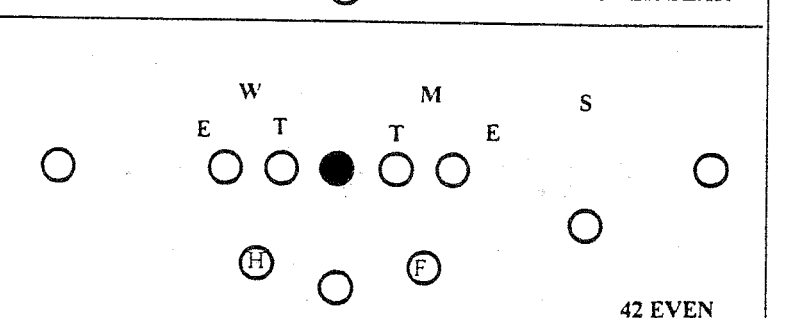
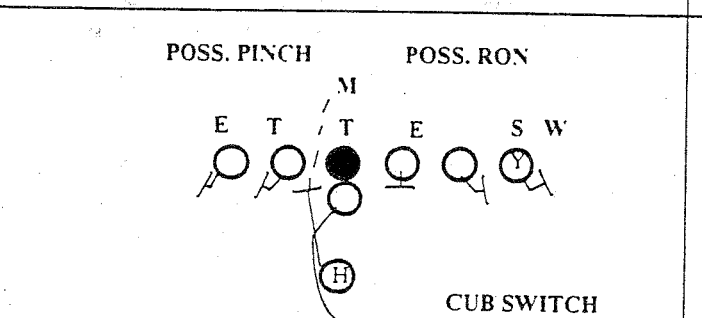
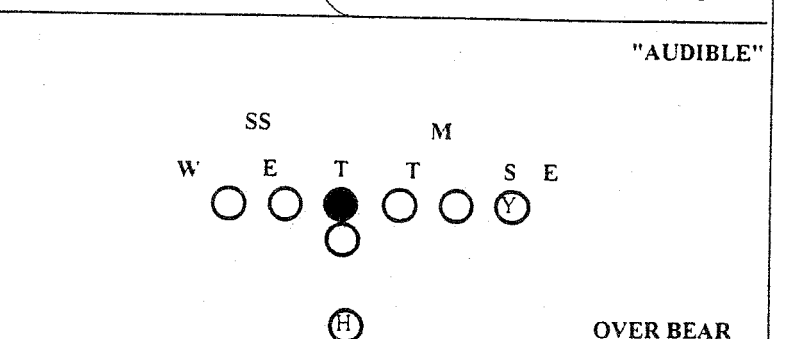
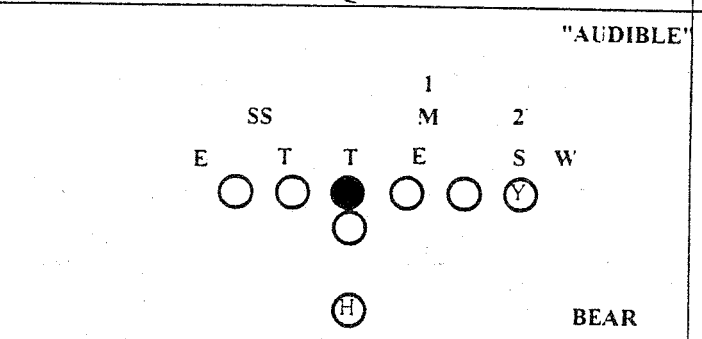
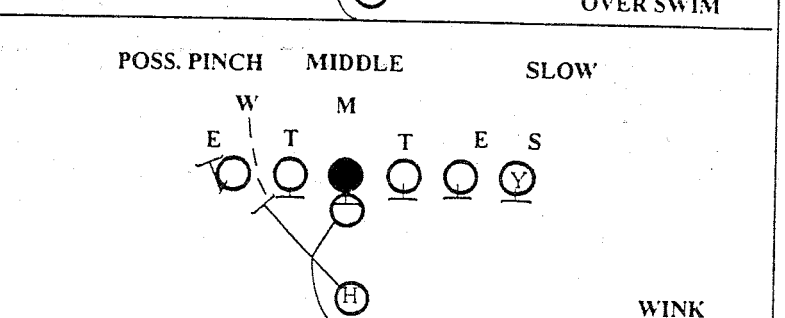
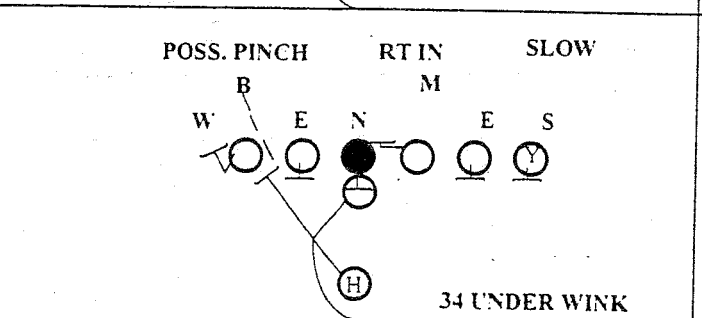
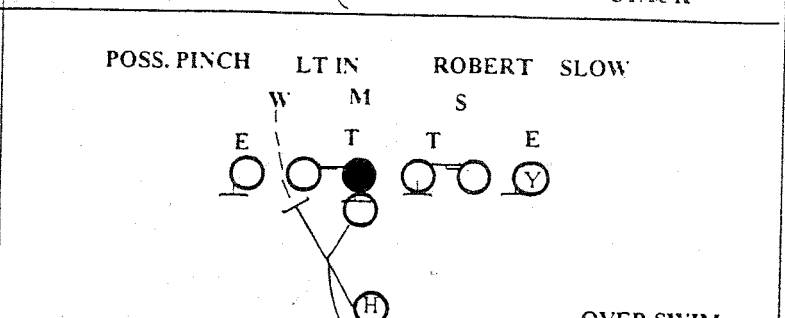
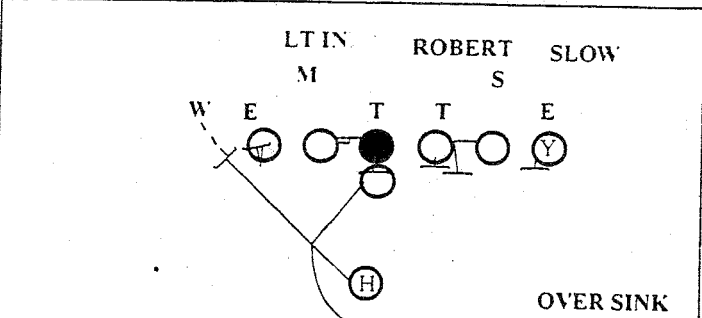
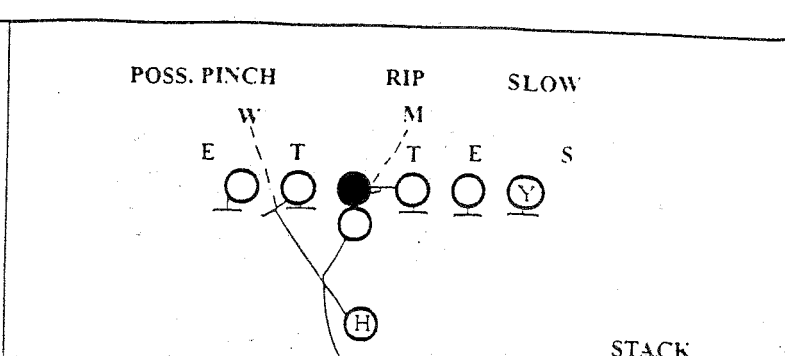
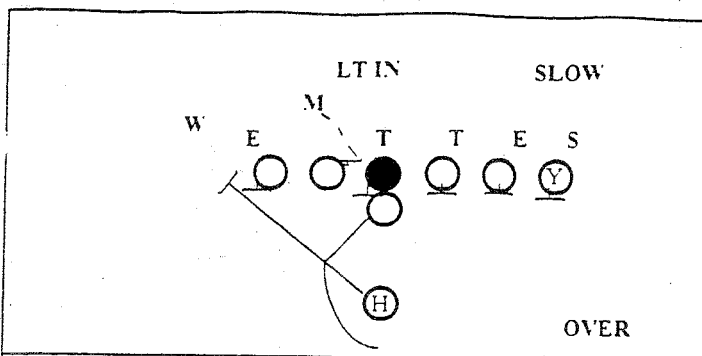
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Block 74 Protection.

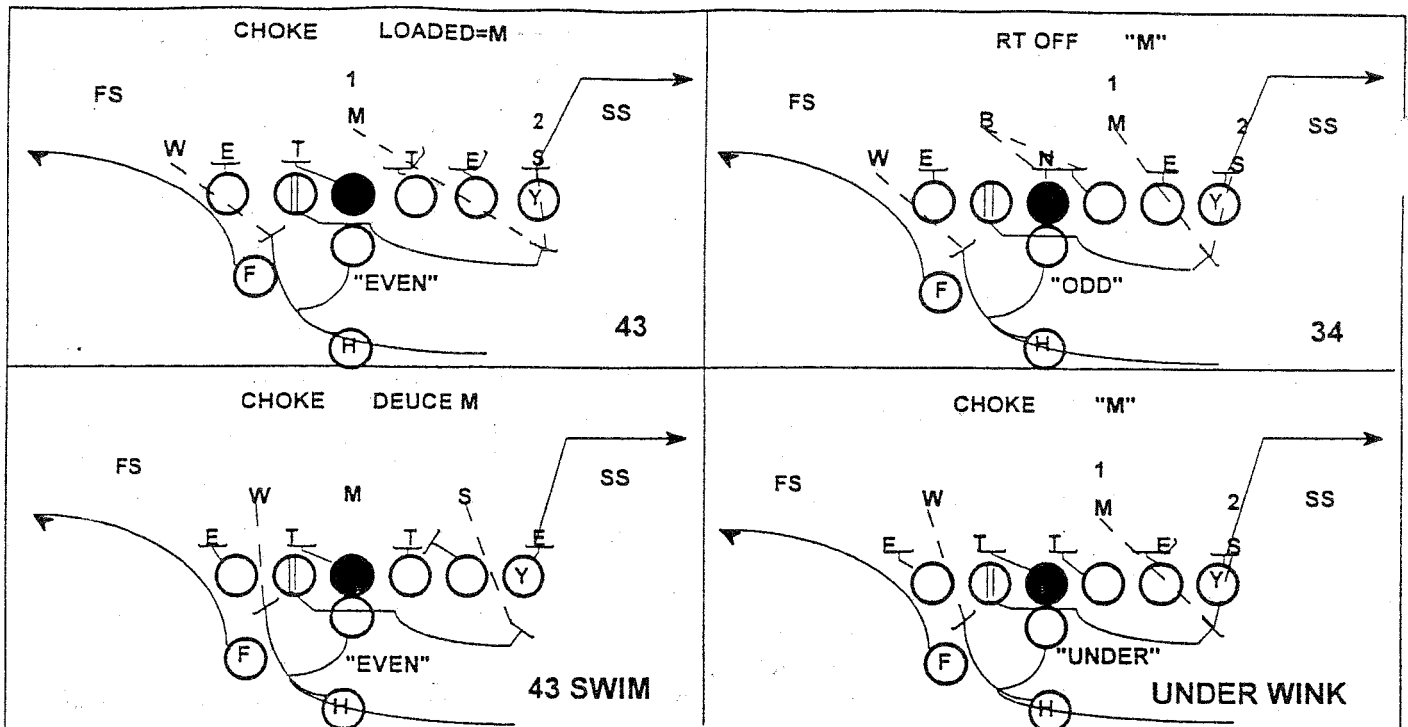
Block 74 Protection. Slow Fan vs Skin or Wide look.

Y

PROTECTION: NAKED 39 (38) SOLID



PROTECTION: BOOT 35 (34) "O" BOOT 65 (64) "O"



#### DESCRIPTION:

Play Action Mis-Direction faking 65 (35) with both Backs going Weak and QB rolling Strong, with Escort by Weakside Guard TE Slams & Releases, Pulling Guard is responsible for Mike-Sam, One of the Backs has Free Release while the other is responsible for Will.

#### FORMATION:

I WEAK, BROWN

QB

Fake 35 (65)--Check Block of O Guard on Contain. Pre - Snap Look EMOLS Strong. Alert Sight Adjust.

F

Free Release Into Pattern.

H

Fake 35 (65)--Block Will--Check Down.

### BACKSIDE

### FRONTSIDE

Pull & Lead QB, checking Mike to Sam vs. guard bubble onside. Check Sam to DE vs. Sink.

Block #2--If Uncovered, Block Ralph-Lester.

C

Uncovered--Choke. Playside Guard Uncovered--Rt-Lt Off. "M" Vs. Over Sink. Possible Rt Off angle for Mike.

G

Block Man On. Uncovered=Rt Off or Choke. Deuce to Mike vs. Sink.

T

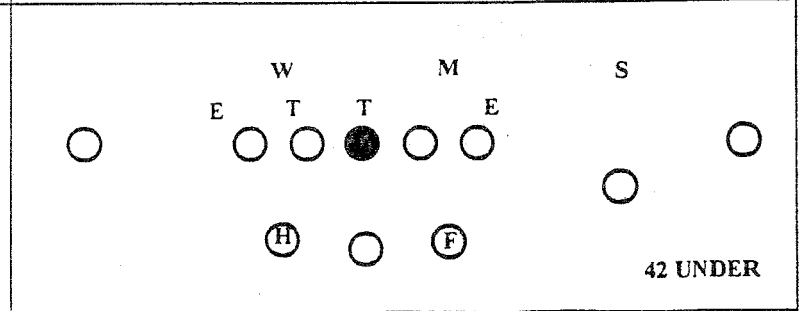
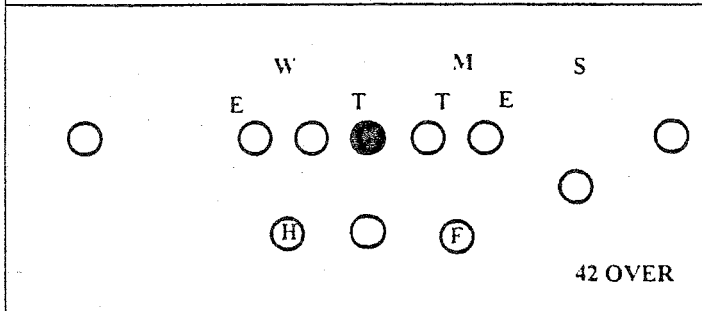
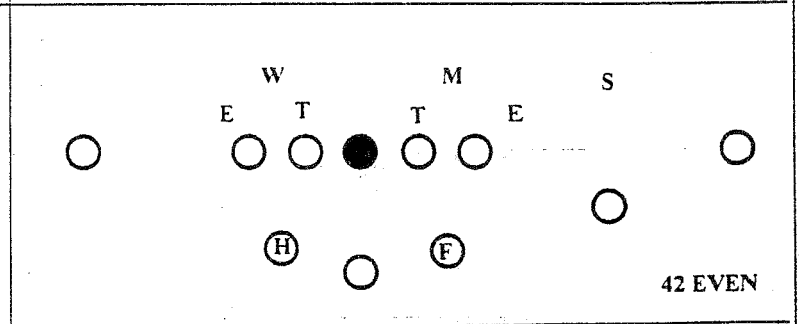
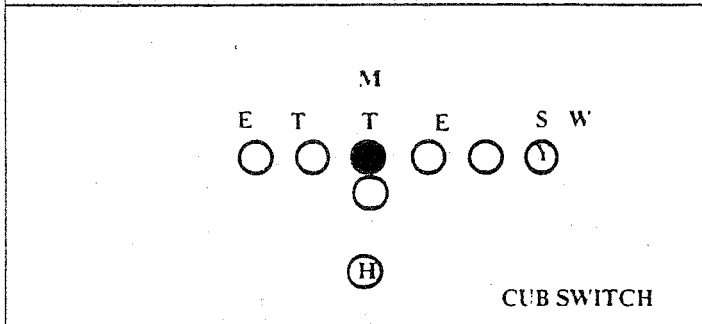
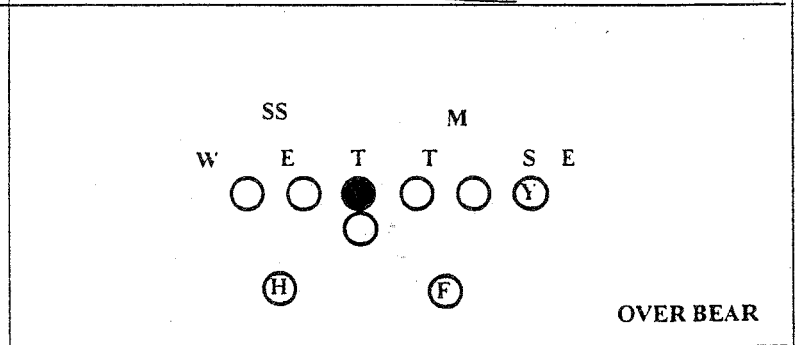
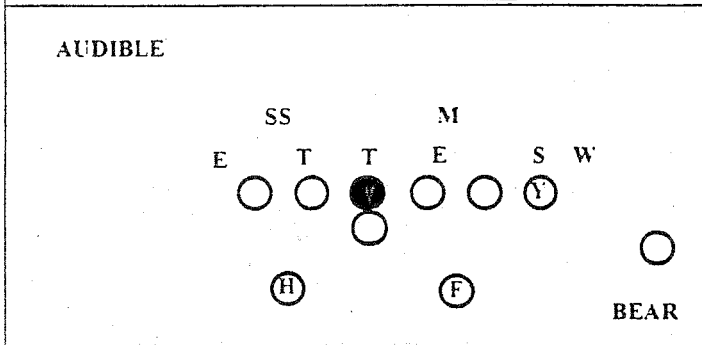
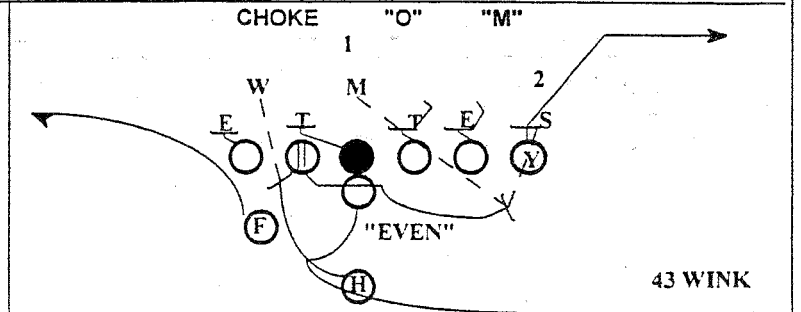
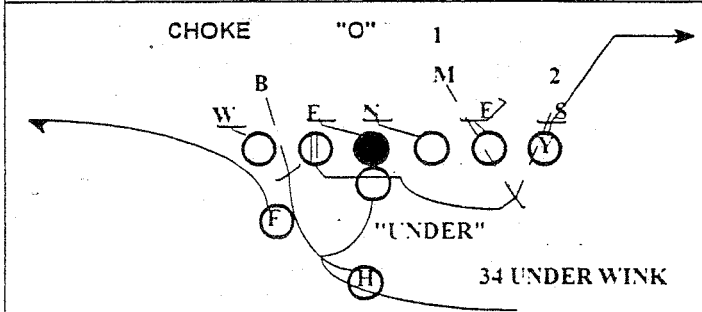
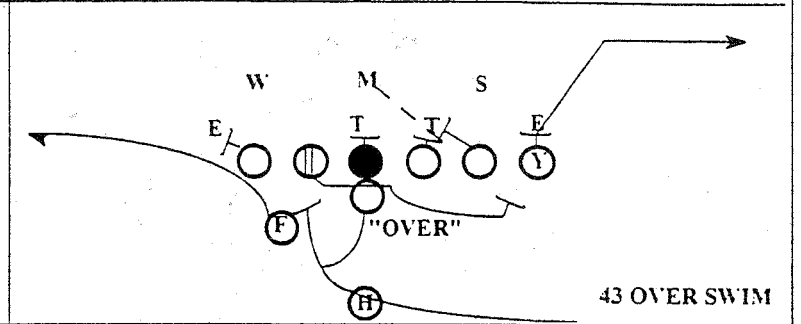
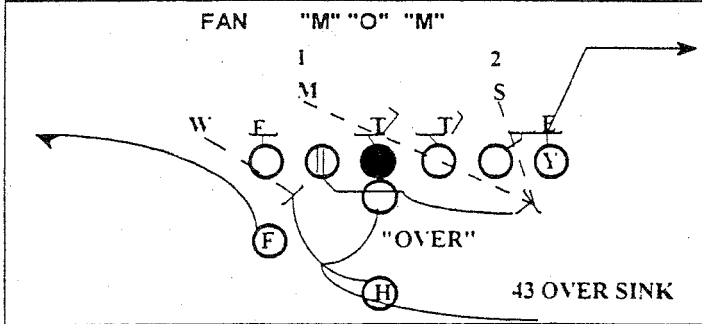
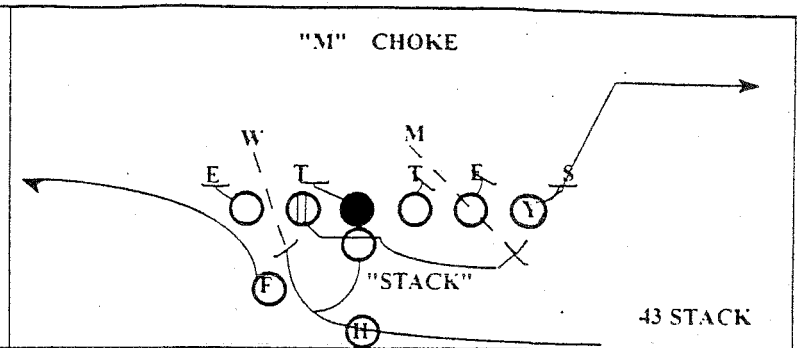
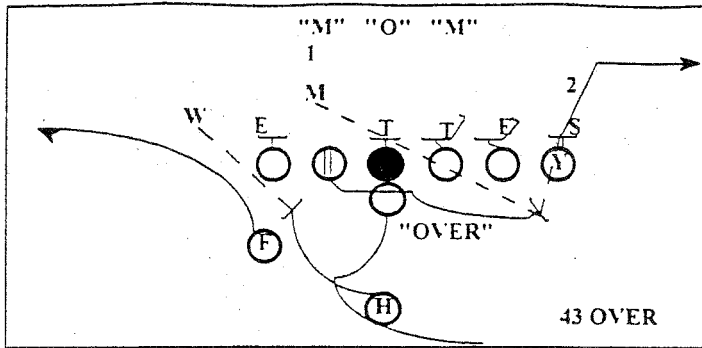
Block DE. Uncovered--Deuce or Rt Off Angle for Mike.

Y

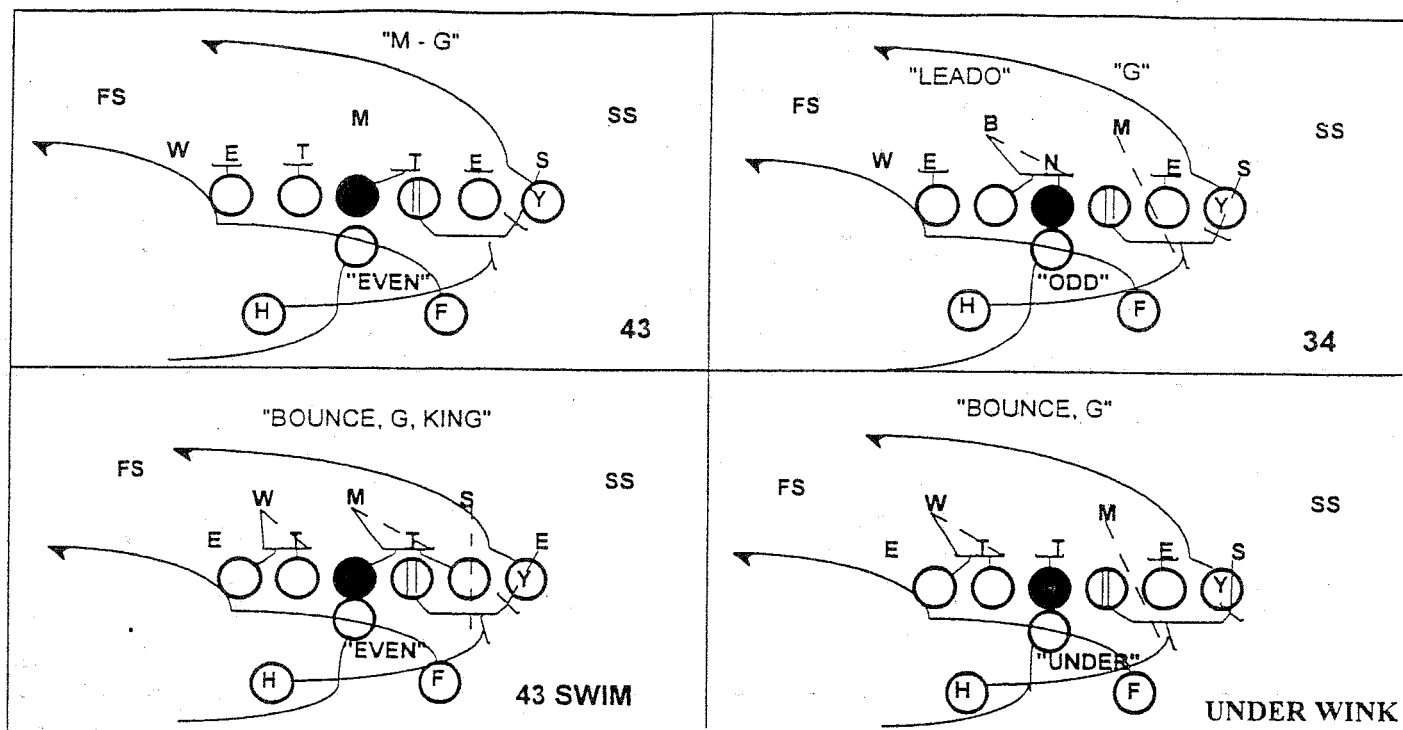
Slam EMLOS Strong for one count and Release.

PROTECTION: BOOT 35 (34) "O"

BOOT 65 (64) "O"



# PROTECTION: FAKE 18 (19)



## DESCRIPTION:

Play Action Faking 18 BOB Strong and QB rolling weak with FB releasing into Playside flat. Strongside Guard Alert for EMOL.

## FORMATION:

RED

QB

Fake 18 (19) - Pre - Snap look EMOL weakside.

F

Under QB--Outside DE--Under Will--Under Control--Arrow.

H

Fake 18 (19)--Block First Man Outside Pulling Guard.

## BACKSIDE

## FRONTSIDE

Bluff #1. Alert Leado, Bounce. Vs DOS or Loaded Bluff Man On.

Bluff #2. Vs DOS or Loaded Bluff Man On.

C

Buff #0 if Covered. Alert Leado Calls. Block #1 if Uncovered. Alert King.

G

Pull & Block First Defender Off of TE Release. Alert Cub.

T

Block Man On if Covered. If Uncovered, Angle on #1.

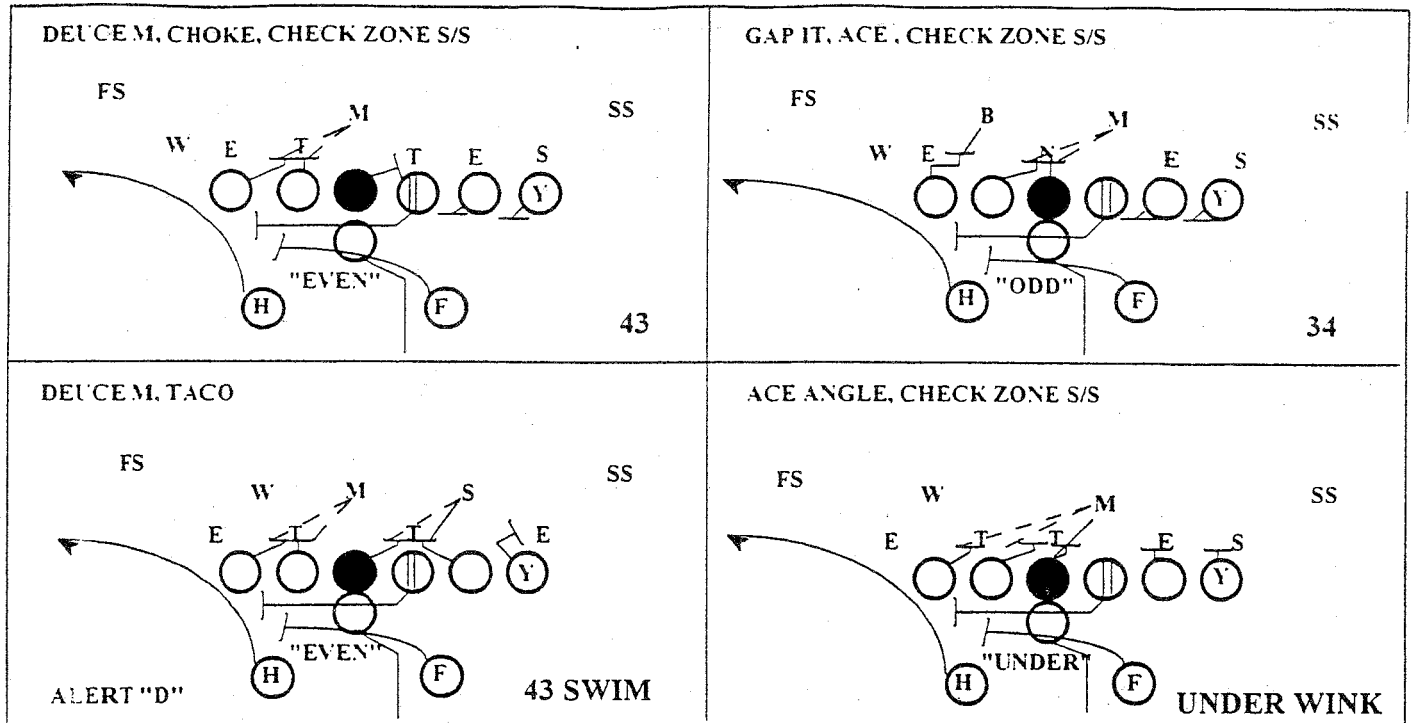
Y

Free Release--Inside into Route.

PROTECTION: FAKE 18 (19)

<p>"ANGLE, G, LEADO"</p> <p>43 OVER</p>	<p>"BOUNCE, G"</p> <p>43 STACK</p>
<p>"ANGLE, G, LEADO M"</p> <p>43 OVER SINK</p>	<p>"LEADO, G"</p> <p>43 OVER SWIM</p>
<p>"BOUNCE" "M" "G"</p> <p>34 UNDER WINK</p>	<p>"BOUNCE" "G"</p> <p>43 WINK</p>
<p>"ANGLE, G, BOUNCE S/S"</p> <p>BEAR</p>	<p>"ANGLE, G, BOUNCE"</p> <p>OVER BEAR</p>
<p>M</p> <p>CUB SWITCH</p>	<p>"KING, M, G, BOUNCE"</p> <p>42 EVEN</p>
<p>"ANGLE, G, LEADO W"</p> <p>42 OVER</p>	<p>"M, G, BOUNCE"</p> <p>42 UNDER</p>

# PROTECTION: PASS 15 (14) TRAP



## DESCRIPTION:

Quick Play Action off the Trap Series, where Strongside Guard is pulling to Trap Weak, and FB fakes Trap.

## FORMATION:

RED. BROWN

QB

Fake 15 Trap. Alert Sight Adjust. No fake vs. Show Dog or Blitz.

F

Fake 15 Trap--Block First Man Outside Pulling Guard.

H

Free Release Into Route.

## BACKSIDE

## FRONTSIDE

Pull & Block first defender past the Onside Tackle's block looking Inside to Outside.

Block B Gap Backside. Alert Taco vs. Uncovered Looks. If Covered, Block Ck. Zone.

C

Block #0 to Backside A Gap. Alert Ace, Deuce, Choke Angle.

G

Block Inside Area to Mike to #0. Alert Deuce, Ace, Choke Angle.

T

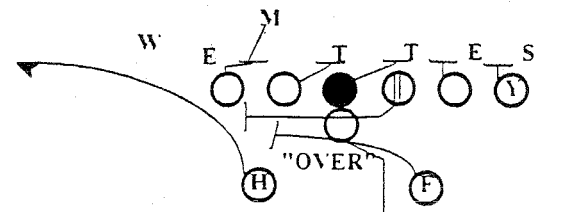
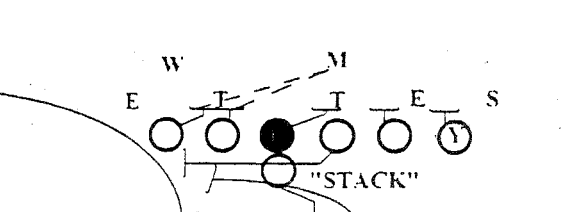
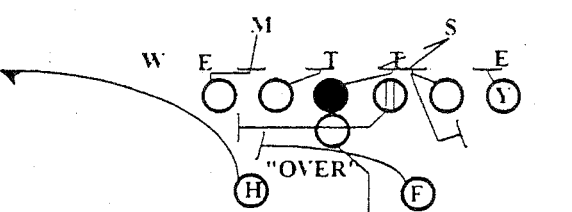
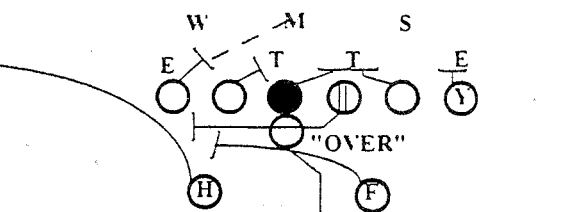
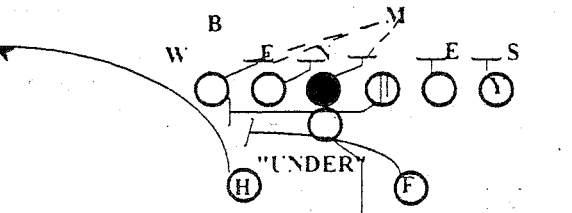
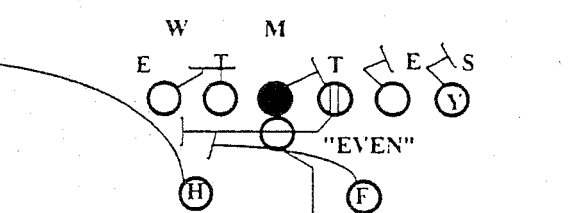
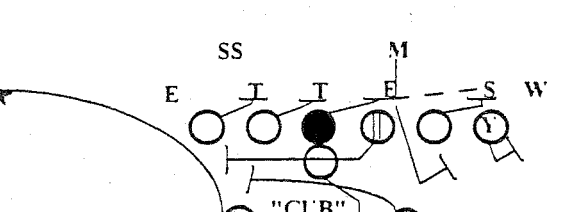
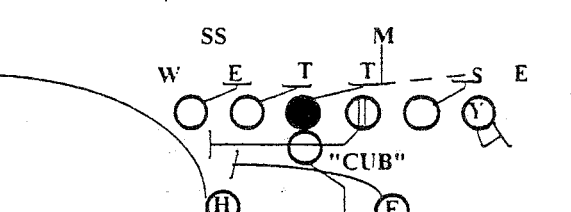
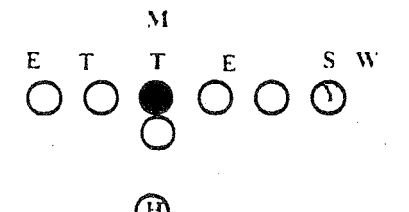
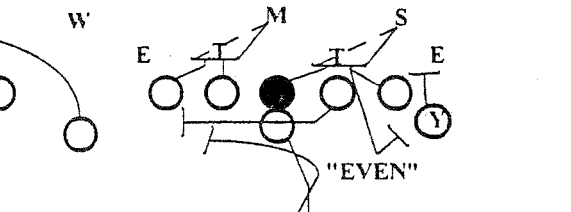
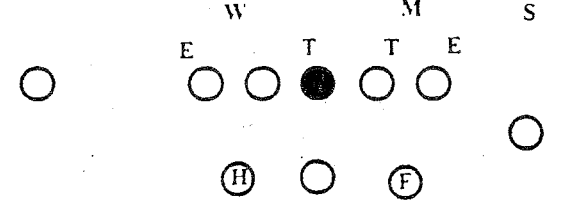
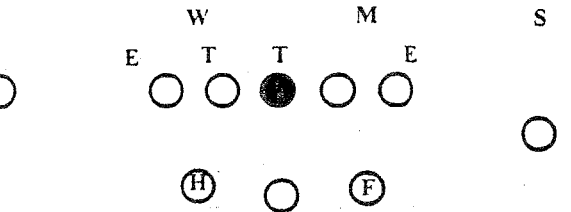
Block Inside Area to #1, Gap It to Mike. Alert Deuce, Ace, Angle.

Y

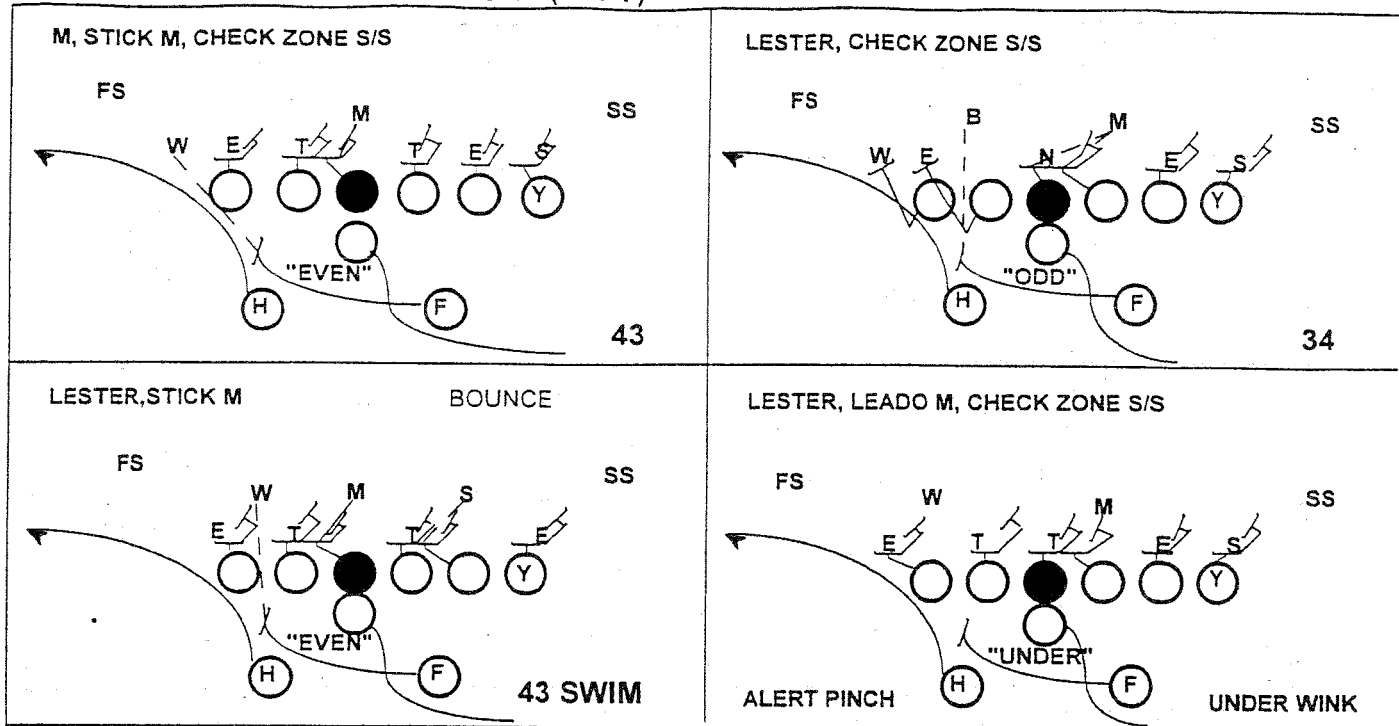
Block C Gap Backside. Check Zone S/S, Alert Fan Zone vs. Bear. Alert M or "D" call.



PROTECTION: PASS 15 (14) TRAP

<p>GAP IT, CHOKE, CHECK ZONE S/S</p>  <p>43 OVER</p>	<p>DEUCE, CHOKE, CHECK ZONE S/S</p>  <p>43 STACK</p>
<p>GAP IT, OFF, BCO, M</p>  <p>43 OVER SINK</p>	<p>GAP IT, TACO, CHECK ZONE S/S</p>  <p>43 OVER SWIM</p>
<p>ACE ANGLE, CHECK ZONE S/S</p>  <p>34 UNDER WINK</p>	<p>DEUCE M, CHOKE, CHECK ZONE S/S</p>  <p>43 WINK</p>
<p>CHOKE ANGLE, FAN ZONE</p>  <p>BEAR</p>	<p>CHOKE ANGLE, FAN ZONE</p>  <p>OVER BEAR</p>
<p>CUB SWITCH</p>  <p>CUB SWITCH</p>	<p>DEUCE M, TACO</p>  <p>42 EVEN</p>
<p>42 OVER</p>  <p>42 OVER</p>	<p>42 UNDER</p>  <p>42 UNDER</p>

# PROTECTION: WAGGLE RIGHT (LEFT)



## DESCRIPTION:

Play Action faking run weak and QB rolling strong, with Backs going opposite the call. Offensive Line & TE block P65 (64), selling the run and stepping to square up on the defender aligned over you. FB is responsible for the Will (or Buck in 34 Sink).

## FORMATION:

RED

QB

Fake 19 Action--Key Block Of Y for Set Up. Alert Sight Adjust.

F

Fake 19 Action--Check Release.

H

Free Release Into Pattern.

## BACKSIDE

Block 65 (64)

Block 65 (64)

## FRONTSIDE

C

Block 65 (64). Take Hard Step and then Square Up on your assignment.

G

Block 65 (64)

T

Block 65 (64)

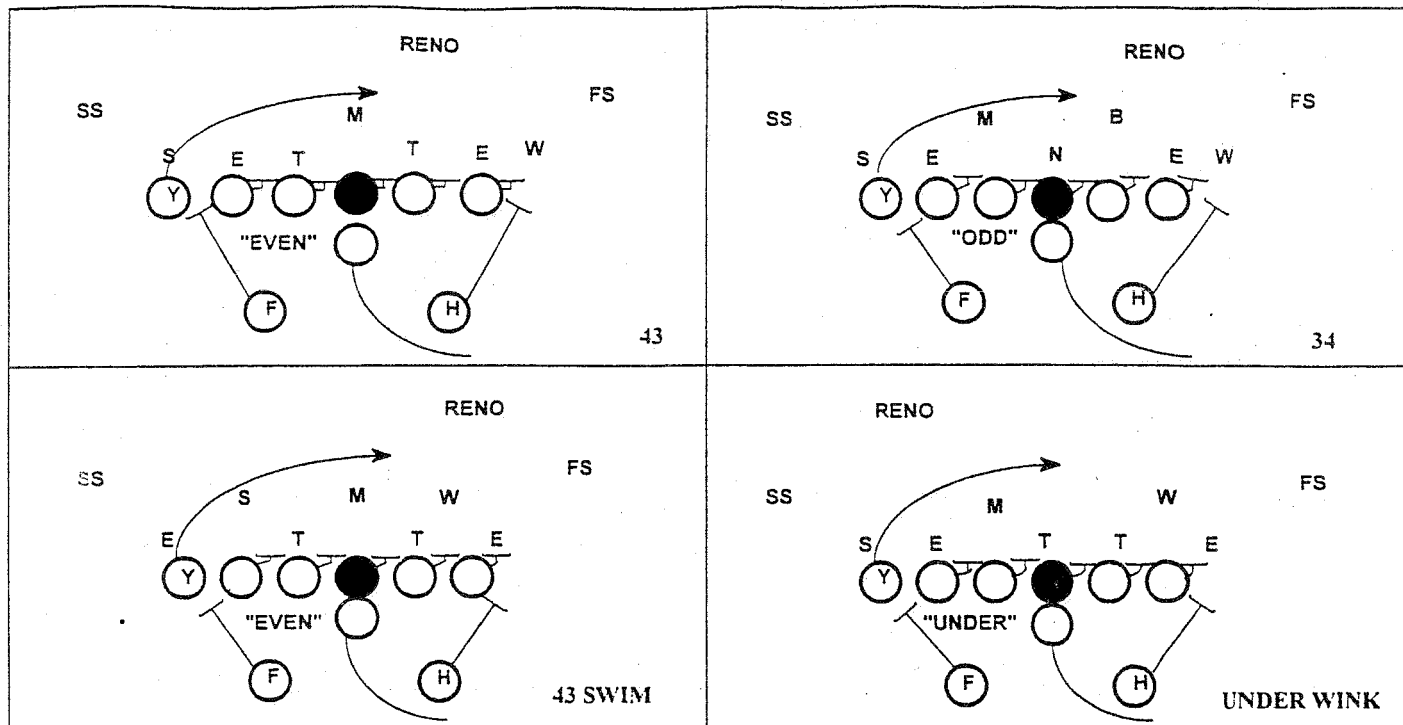
Y

Step Hard to Square Up on Defender aligned over you, then Step Flat--Work for the Hook. Check Zone S/S -Alert "Slip".

PROTECTION: WAGGLE RIGHT (LEFT)

<p>LESTER, M, CHECK ZONE S/S</p> <p>43 OVER</p>	<p>LESTER, DOT M, CHECK ZONE S/S</p> <p>43 STACK</p>
<p>LESTER BOUNCE SAM</p> <p>43 OVER SINK</p>	<p>STICK BOUNCE</p> <p>43 OVER SWIM</p>
<p>FAN, LEADO M, CHECK ZONE S/S</p> <p>34 UNDER WINK</p>	<p>LESTER, STICK M, CHECK ZONE S/S</p> <p>43 WINK</p>
<p>AUDIBLE</p> <p>BEAR</p>	<p>OVER BEAR</p>
<p>CUB SWITCH</p>	<p>42 EVEN</p>
<p>42 OVER</p>	<p>42 UNDER</p>

# PROTECTION: SPRINT RIGHT



## DESCRIPTION:

Action Pass with QB Sprinting Weak and the FB blocking EMLOS Weak. HB blocking EMLOS. OL Hard Step Playside Gap, since QB action will draw defender to that side. If Uncovered, Hinge if LB is no threat.

## FORMATION:

ALL FORMATIONS

QB

Sprint Action.

F

Block EMLOS--Check To Help Inside.

H

Check To Block EMLOS backside--Release Into Pattern.

## BACKSIDE

## FRONTSIDE

FS Gap then Hinge BS. Reno - London.

FS Gap then Hinge BS. Reno - London.

C

Playside Gap. Reno - London.

G

Playside Gap. Reno - London.

T

Playside Gap. Reno - London. Keep sliding.

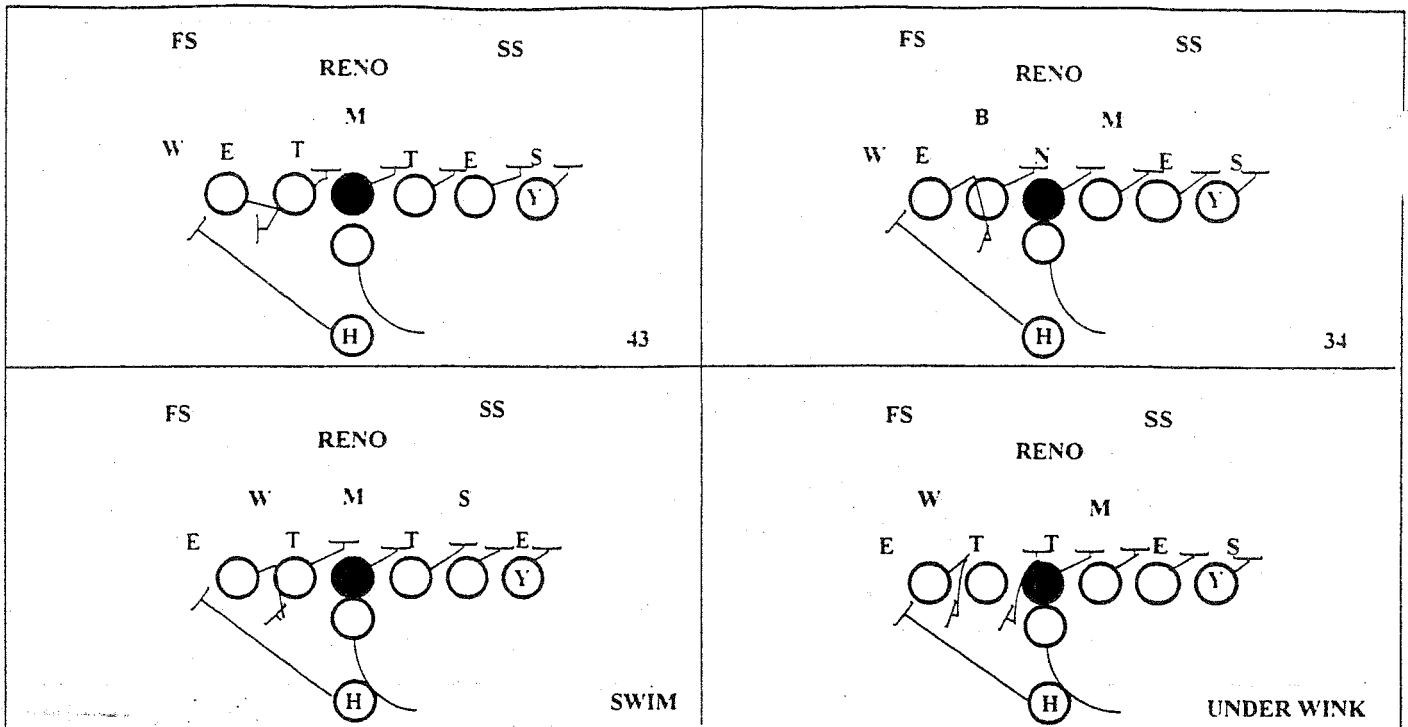
Y

Slam-N-Release Outside into Pattern. One Back Formations, Alert Slow Call, block EMOLS. Alert Combo.

# PROTECTION: SPRINT RIGHT

<p>RENO</p> <p>OVER</p>	<p>RENO</p> <p>STACK</p>
<p>RENO</p> <p>OVER SINK</p>	<p>RENO</p> <p>OVER SWIM</p>
<p>RENO</p> <p>UNDER WINK</p>	<p>RENO</p> <p>WINK</p>
<p>RENO</p> <p>BEAR</p>	<p>RENO</p> <p>OVER BEAR</p>
<p>RENO</p> <p>CUB SWITCH</p>	<p>RENO</p> <p>42 EVEN</p>
<p>RENO</p> <p>42 OVER</p>	<p>RENO</p> <p>42 UNDER</p>

# PROTECTION: ROLL RIGHT



## DESCRIPTION:

Action Protection to a TE. QB will pull - up over Rt Tackle.

QB

1/4 Roll pulling up over RT Tackle.

F

Release into route.

H

Step to hip of Tackle. Protect back-side>

## BACKSIDE

Reno / London. Slide FS 3 steps. NT - Back up on angle with tail to QB.

Slide Frontside 3 steps. NT - start to hinge. Reno / London.  
Vs Wide or Skin reach 7 Technique.

## FRONTSIDE

C

Slide Frontside 3 steps. NT - start to hinge. Reno / London.

G

Slide Frontside 3 steps. NT - start to hinge. Reno / London.

T

Slide Frontside 3 steps. NT - start to hinge. Reno / London.  
Vs Wide or Skin reach 7 Technique.

Y

Block D Gap. NT - hinge.

# PROTECTION: ROLL RIGHT

<p>RENO</p> <p>OVER</p>	<p>RENO</p> <p>STACK</p>
<p>RENO</p> <p>OVER SINK</p>	<p>RENO</p> <p>OVER SWIM</p>
<p>RENO</p> <p>34 UNDER WINK</p>	<p>RENO</p> <p>WINK</p>
<p>RENO</p> <p>BEAR</p>	<p>RENO</p> <p>OVER BEAR</p>
<p>RENO</p> <p>CUB SWITCH</p>	<p>RENO</p> <p>42 EVEN</p>
<p>RENO</p> <p>42 OVER</p>	<p>RENO</p> <p>42 UNDER</p>

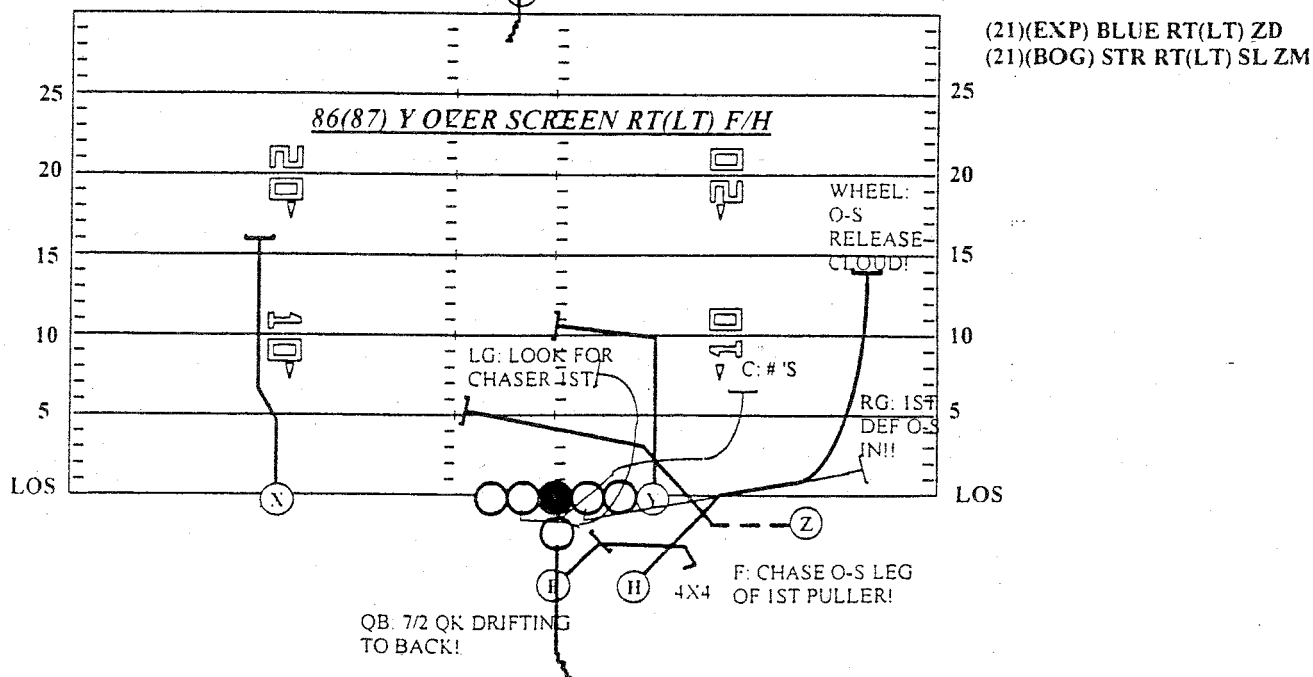
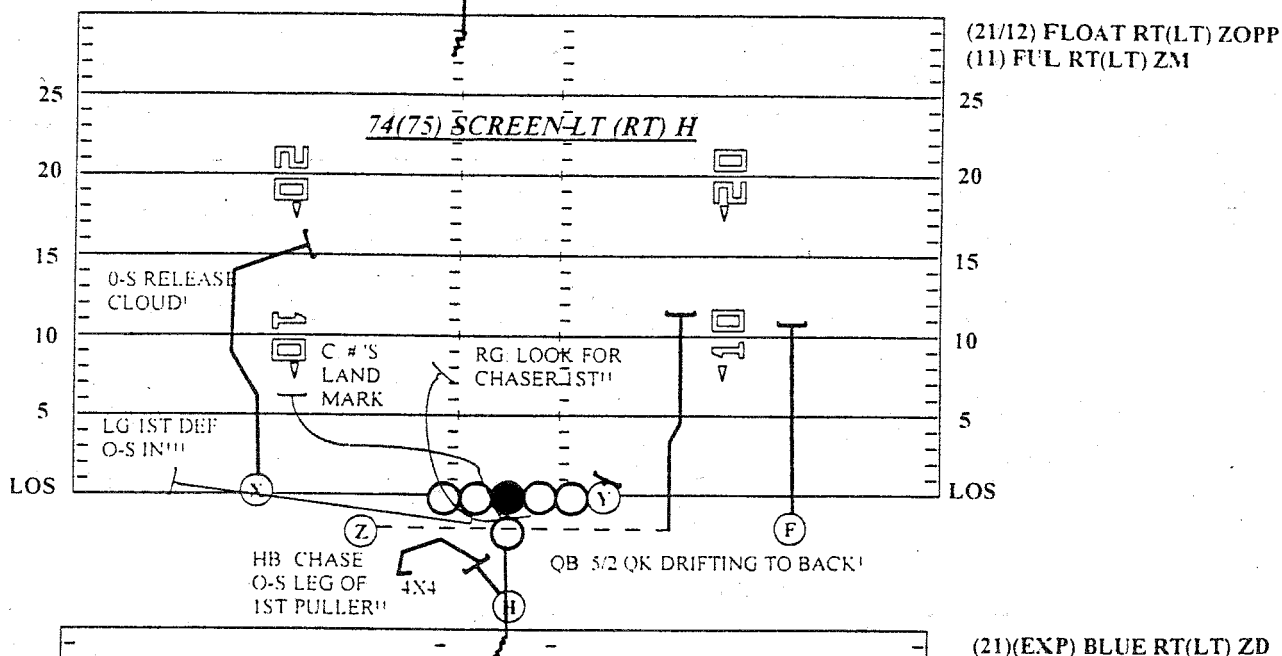
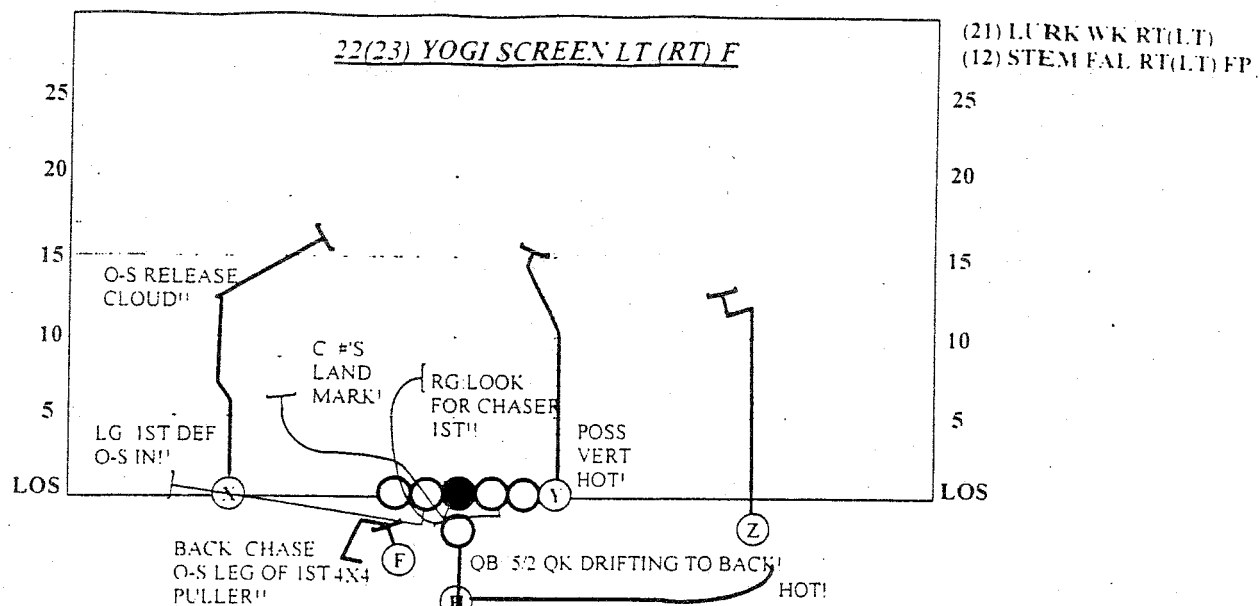


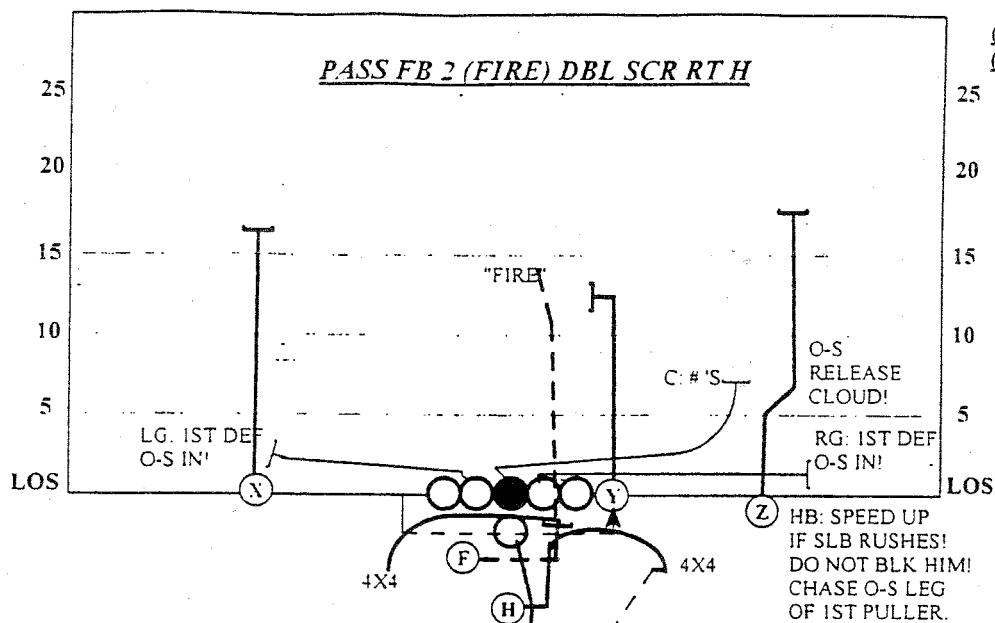


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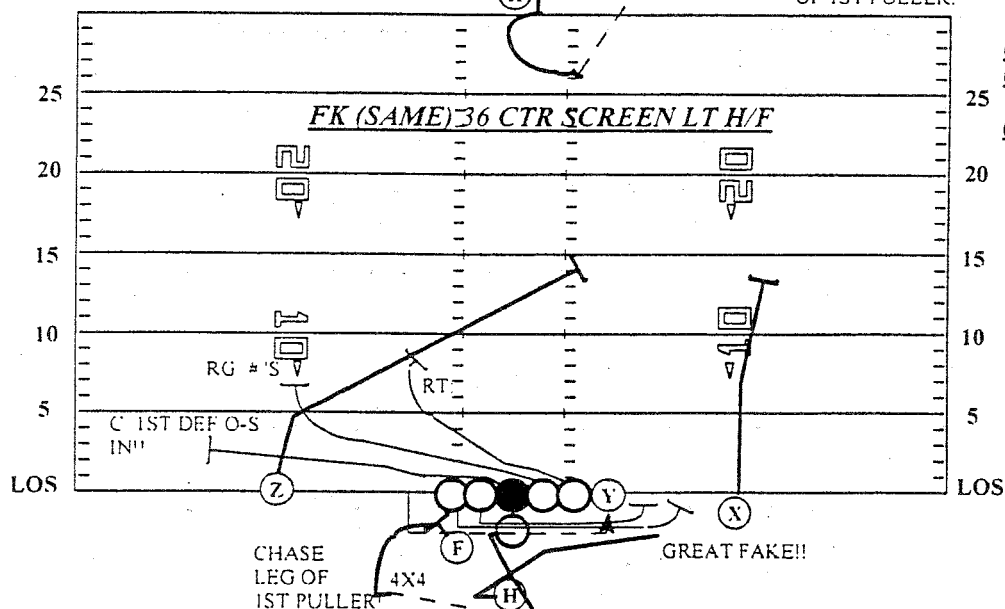


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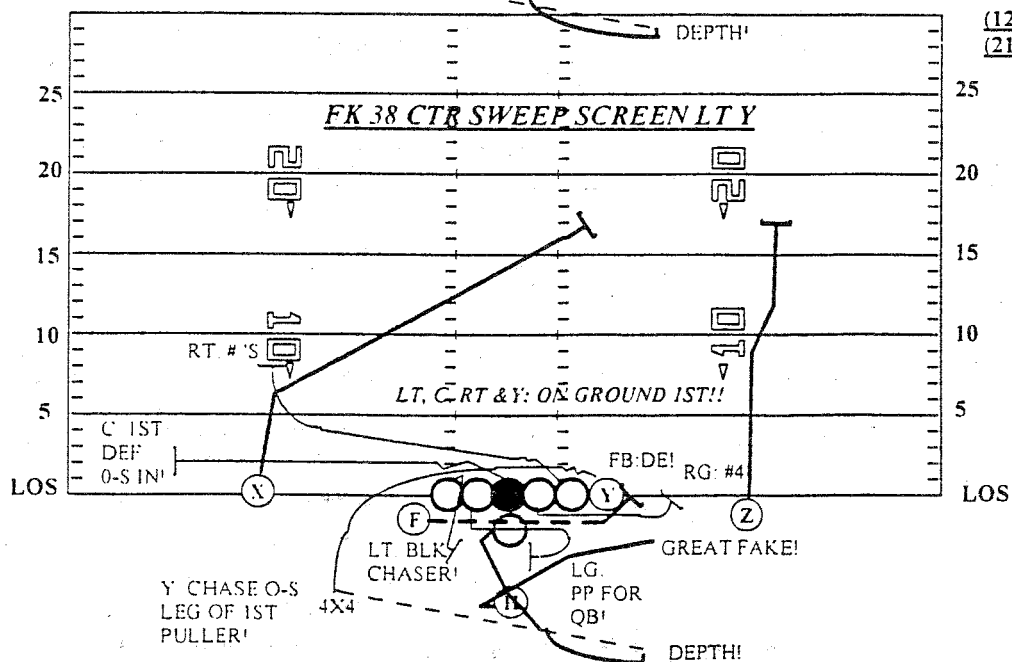


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(12) JUMP FOX RT FM

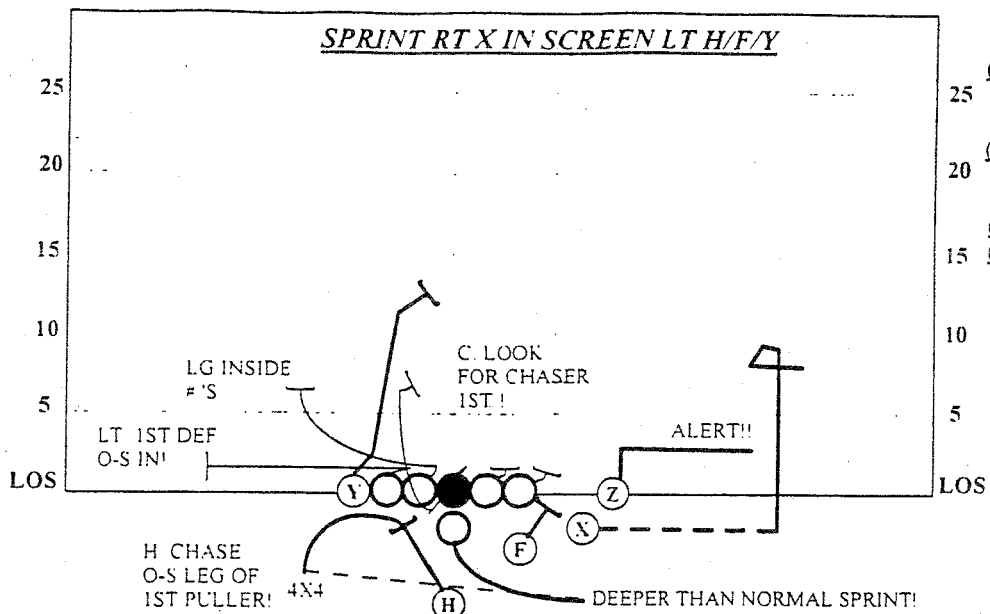


(21) LURK WK RT SWITCH  
(12) (STEM) FLD RT FF

(21) (SCAT) RD SL ZM -SAME



(12) WALTZ FAL RT FM  
(21) (STEM) WK RT FM



(21) WK LT TWIN NASTY XF

H

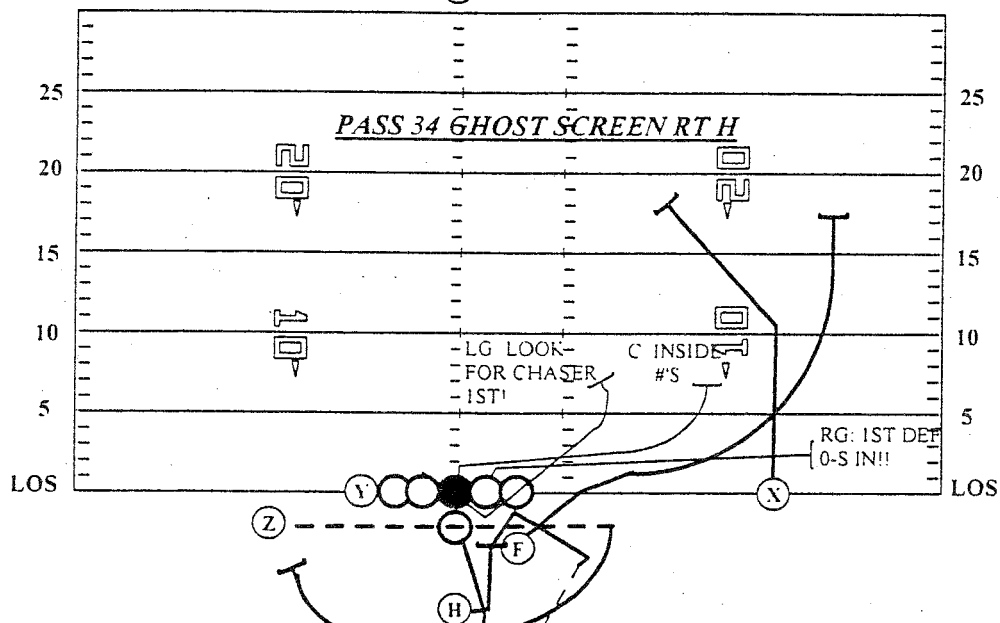
(21/12) (SCAT) FLD LT SLOT

E

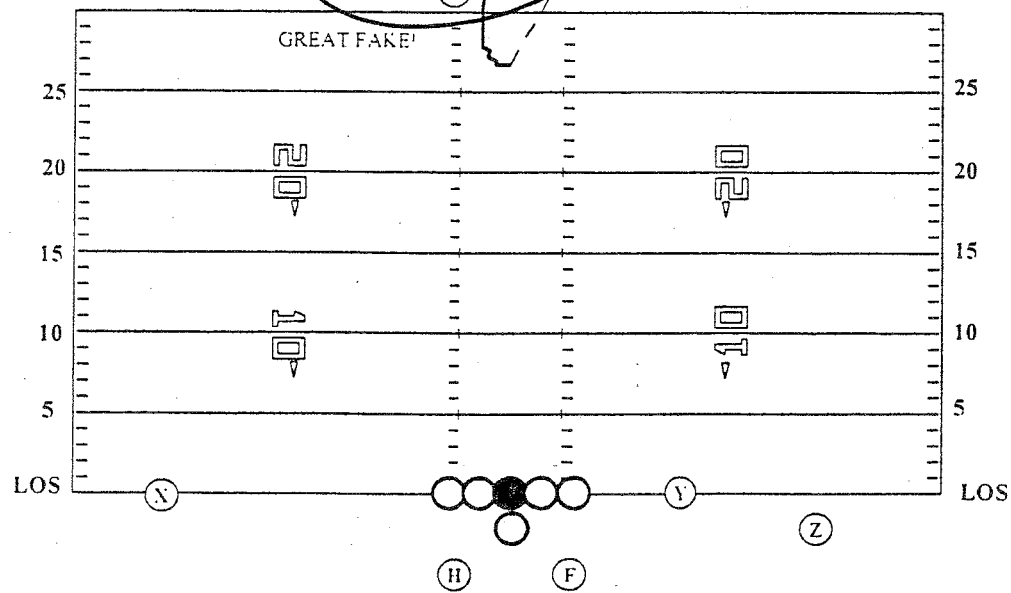
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(11) STEM FUL LT

I



(21) LEAP WK LT ZF

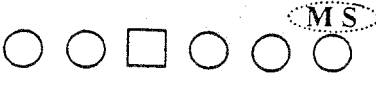
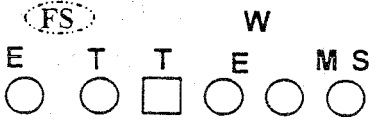

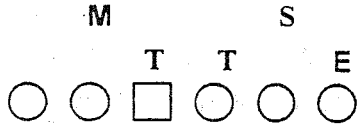
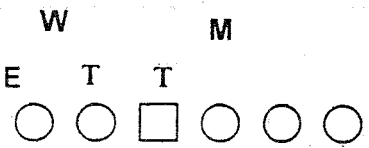

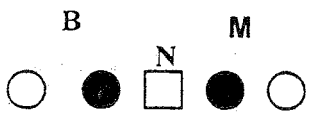

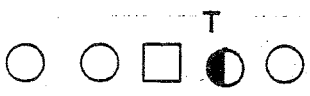
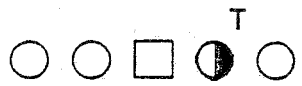




# GENERAL TERMINOLOGY FOR OFFENSIVE LINEMAN

MAN BLOCKING (M)		Call or term used to indicate man blocking for all linemen
REACH SCHEME		A call for the frontside line versus an 8-man front to tell them to reach the man in the outside gap.
GAP SCHEME		A blocking scheme designed to block the defender to the inside. (Ex: 36 Ctr F, 37 Stut F)
DRIVE BLOCK		Surge Man Block used at point of attack. Face on numbers, hands on short ribs, climb and drive.
(LESTER / RALPH)		Call made to alert the Guard to block #1 on the L.O.S. and the Tackle to block the #2 on L.O.S.
WEDGE SCHEME		A blocking scheme designed to Double Team the Apex at the point of attack. The line will lead inside and block their inside gap. Used in SY&GL QB Sneak.
CUT OFF		A Backside Block used to seal off lateral pursuit of defense to playside.
EVEN		Call made by the Center to alert the offensive team that he is covered by a Linebacker.
ODD		Call made by the Center to alert the offensive team that he is covered by a Nose Guard in a 3 - 4 Defense.
CUB		Call made by the Center to alert the offensive team that he is covered by a down Lineman and both Guards are also covered by down Lineman.

# GENERAL TERMINOLOGY FOR OFFENSIVE LINEMAN(Cont.)

SWITCH		Call to alert offensive team that two outside Linebackers are on L.O.S. to stg. side bracketing TE.
BEAR		Call to alert offensive team that both Guards and Center are covered with two outside Linebackers on L.O.S. and safety in the position over the weakside OT.
SKIN		A call to alert Offensive Team that the TE has a DE aligned outside and a Sam LB aligned on or inside.
SINK		Call made by the Center to alert the offensive team that he is covered by a down Lineman and the onside Guard is also covered by a down lineman to the Tight End side. Sam inside.
WINK		Call made by the Center to alert the offensive team that he is covered by a down Lineman and the offside Guard is also covered by a down Lineman to the Split End side. Will inside.
ON		Defender aligned on the L.O.S. on any part of the offensive blocker.
OVER		Defender aligned off the L.O.S. on any part of the offensive blocker.
UNCOVERED		No defender aligned on or off the L.O.S. or on any part of the offensive blocker.
INSIDE		A defender aligned to the inside or inside gap.
OUTSIDE		A defender aligned to the outside or outside gap.



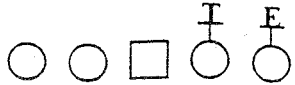
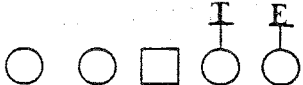


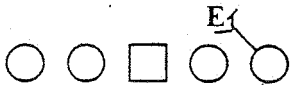

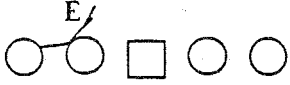
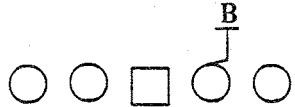
# GENERAL TERMINOLOGY FOR OFFENSIVE LINEMAN(Cont.)

1ST MAN ON L.O.S.		1st defender on L.O.S. - outside the Center's box.
2ND MAN ON L.O.S.		2nd defender on L.O.S. - outside the Center's box.
BACKSIDE LINEBACKER		1st Linebacker or blitzler away from the point of attack.
PLAYSIDE		Side of the ball which we are attacking.
BACKSIDE		Side of the ball away from P.O.A.
LEVEL 1		Defenders on the L.O.S.
LEVEL 2		Defenders aligned at Linebacker depth.
POINT OF ATTACK		Designated "Hole" which we are attacking.
MUG		A LB walked up tough inside the feet of the defensive Lineman.
SUGAR		A LB walking up tough and backing in and out.

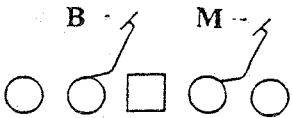

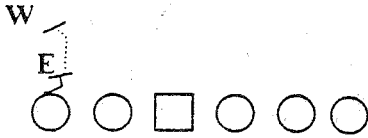

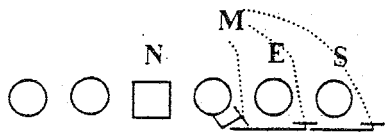
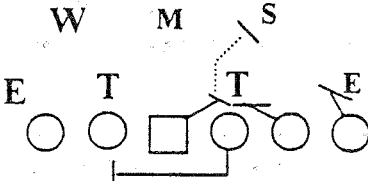
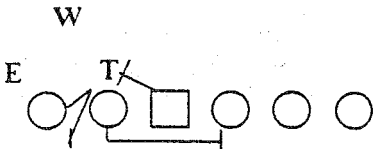
# GENERAL TERMINOLOGY FOR OFFENSIVE LINEMAN(Cont.)

COY		Nose cocked (tilted) to Y.
COX		Nose cocked (tilted) to X.
S/S UP		Strong Safety aligns in "D" Gap.
SUP		Strong Safety aligns on the T.E.
BOX		Strong Safety in Backer Force. Free Safety in Backer Force.
DIAMOND		Safety stacks behind the nose.

## INDIVIDUAL BLOCKING TERMS

DRIVE BLOCK		Block used at the point of attack - used to drive an opponent off the L.O.S. getting movement. Landmark depends on defender's alignment.
CONTROL DRIVE BLOCK		A base block versus a three way go defender where the offensive lineman comes off the ball under control.
REACH BLOCK		An aggressive block used to get outside position on a defender to prevent him from escaping laterally to the playside.
ANGLE BLOCK		A Down block used to eliminate both penetrati and lateral pursuit of a defender by blocking him from the outside in.
CROSS SHOULDER REVERSE		A variation of a down block where you aim for the inside hip of the defender and swing your body around to secure the block.
CUT OFF BLOCK		A backside block used to seal off the lateral pursuit of defender to playside.
FULL MAN CUT OFF		An aggressive block on a defender lined up in the playside gap or outside shoulder of the next offensive lineman. Used to seal off lateral pursuit off the backside.
LB BLOCK		Same as Drive Block. Dip before contact and aim for the bottom of the numbers.

## INDIVIDUAL BLOCKING TERMS (Continued)

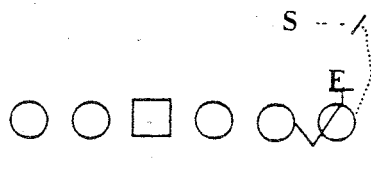
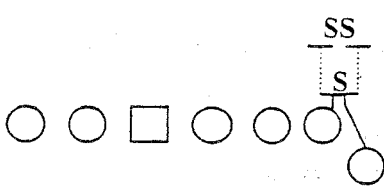
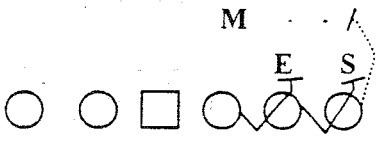
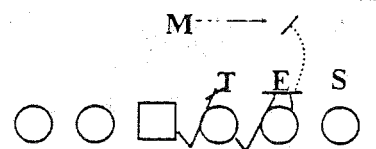
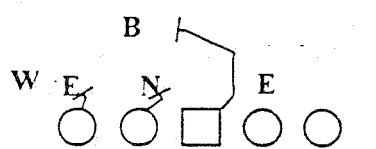
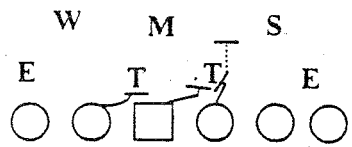
CUT BLOCK		Used to cut the legs out of a defender and knock him off his feet. Aim 4 inches above the playside knee.
SCRAMBLE BLOCK		A low cut off block used to seal off the lateral pursuit of defender to the playside.
SIFT		An "Area" technique- used by offside tackle to seal level 1 to level 2.
INFLUENCE		To cause a defender to react to your initial movement so he is vulnerable to a teammate's block.
IF		<u>IF</u> : Blocking term used by <u>all</u> inside O-Lineman when they are covered by a bubble LBer. The technique is start open step pull and if the LBer comes under; take him; <u>IF</u> the LBer flows; pull around to take him.
JACK		Backside Area block that tells the Center and Tackle to Zone Block a DL and a LB.
QUEEN		The offside Tackle will step to secure 3 Tech. for block back by Center. He is responsible to secure 3 Tech.

**ZONE BLOCKING:** Area blocking between two adjacent offensive linemen responsible for two defenders in a certain "AREA".

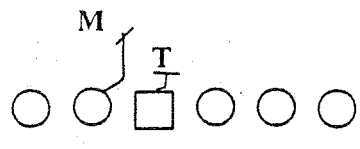
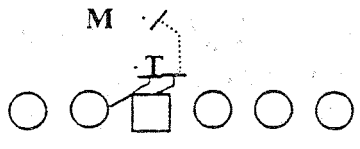
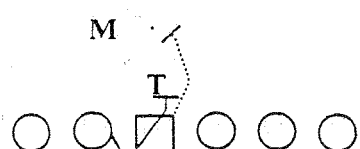
**TOWARDS POINT OF ATTACK**

STICK		<p>Onside Guard and Center work together on down defender and LB. Guard will block down defender unless he slants to inside. Center will block LB unless down defender slants inside. Vs. even def. 4/5 hole, 2/3 hole, 0/1 hole  Example: 34 (35) Base, 64 (65) Base  35 (34), 65 (64)</p>
" S "		<p>Onside Guard and Center work together on down defender and LB. Guard works to get off down defender to LB. Center works to over take down defender.  Vs. even def. 6/7 8/9 hole  Example: T38 (39) Boss, T39 (38)  38 (39) Base</p>
TAG		<p>Onside Guard and Onside Tackle work together on DE and LB. Onside Tackle will block DE unless he slants to inside. Onside Guard will block the LB unless DE slants inside.  Vs. Bubble over Guard 4/5 hole, 2/3 hole, 0/1 hole  Example: 34 (35) Base, 35 (34)  64 (65) Base, 65 (64)</p>
" T "		<p>Onside Guard and Onside Tackle work together on DE and LB. Onside Tackle works to get off DE to LB. Onside Guard works to overtake DE  Vs. Bubble over Guard 6/7 8/9 hole  Example: T38(39)Boss, T39(38), 38(39)Base</p>
COMBO		<p>Onside Tight End and Onside Tackle work together on DE and LB. Onside Tight End will block DE unless he slants inside. Onside Tackle will block LB unless DE slants inside.  Vs. Sink def. 4/5 hole, 2/3 hole, 0/1 hole  Example: 34(35) Base, 35(34)  64(65) Base, 65(64)</p>

## ZONE BLOCKING (Continued)

"C"		Onside Tight End and Onside Tackle work together on DE and LB. Tight End works to get off DE to LB. OT works to overtake the DE. Vs. Sink def. 6/7 8/9 hole Example-T38(39)Boss,T39(38),38(39)Base
SOSS		Combo Block between the TE and the Wing Back or Near Back. Used when the SS is stacked behind the Sam.
TRIPLE		A Zone blocking scheme between the Onside TE, OT, and OG. Example-T38(39) Boss, T39(38), 38(39) Base
TEAM		A Zone blocking scheme between the Onside Tackle, Guard, and Center. Example-34(35) Base, 35(34), 64(65) Base, 65(64)
STICK BACK		Call made by Center to zone through his playside gap and block the BSLB. Off OG and Off OT block man. Use Cut Off Techniques. Possible "S" Back.
RAM-LION		Combo Block between Both Guards and the Center used against an Over look with Stunts. Used on 34 Base & 38 Base.

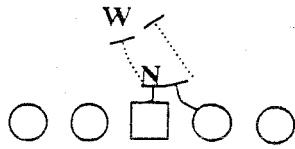
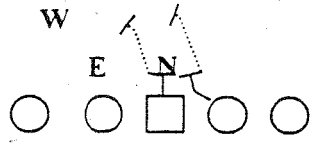
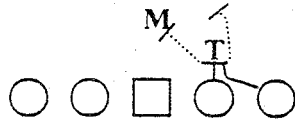
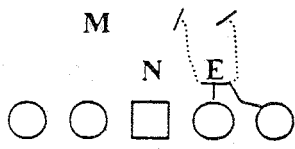
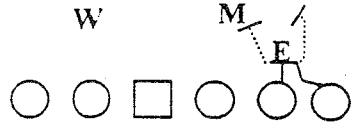
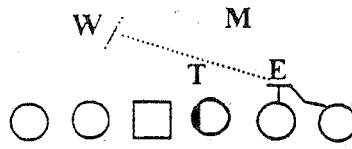
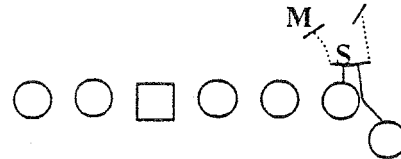
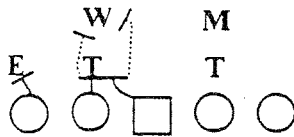

## ZONE BLOCKING BACKSIDE OF THE POINT OF ATTACK

LEADO		Center and Offside Guard work together on Nose and LB. Center will block Nose unless he slants to Offside. Offside Guard will block the LB unless Nose slants Offside. Vs. Odd Defense, 4/5 hole, 2/3 hole, 0/1 hole Example-34(35) Base, 35(34) 64(65) Base, 65(64)
		
LOW		Center and Offside Guard work together on Nose and LB. Center works to get off Nose to LB and Offside Guard works to take over Nose. Vs. Odd Defense, 6/7 hole, 8/9 hole Example- T38(39)Boss. T39(38). 38(39) Base.

# ZONE BLOCKING AWAY FROM THE POINT OF ATTACK (Continued)

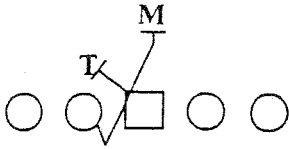

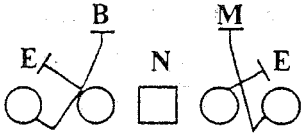
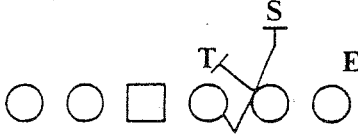

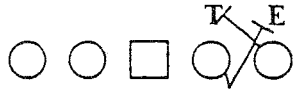
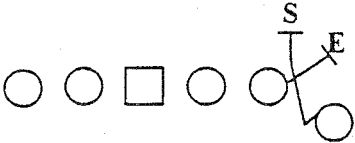
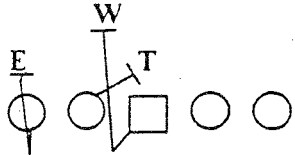
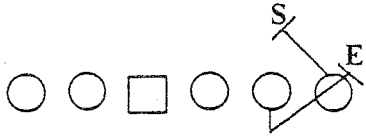
BOUNCE		Offside Guard and Offside Tackle work together on DE and LB. Offside Guard will Block DE unless he slants offside. Offside Tackle will block LB unless DE slants offside. 4/5 hole, 2/3 hole, 0/1 hole Example- 34(35) Base, 35 (34) 64(65) Base, 65 (64)
" B "		Offside Guard and Offside Tackle work Together with DE and LB. Guard works to get off DE to LB and Offside Tackle works to take over DE. 6/7 hole, 8/9 hole Example-T38(39)Boss, T39(38), 38(39) Base
GANG		Offside Tackle and Offside TE work together on DE and OLB. OT works to get off DE to MDM and Offside TE works to take over DE. Example-34(35) Base
GANG BOX		A call used to Gang to the S/S in the Box.
" LB "		A zone blocking scheme between Center, Offside Guard, and Offside Tackle. Example- 38(39) Base
KEEBLER		A Zone blocking scheme between Onside Guard, Center, Offside Guard, and Offside Tackle. Example-Toss 39. May include TE.

**DB TEAM BLOCKING SCHEMES**-Used at the point of attack by two offensive blockers to create a substantial hole while working to seal off Linebacker pursuit.

ACE <u>W</u>		Double team between Center and Onside Guard. Center is the post block. Guard is the power block.
		
DEUCE <u>M</u>		Double team between Onside Guard and Onside Tackle. Guard is the post block. Tackle is the power block.
		
TIM (TO MIKE)		Double team between Onside Tackle and Onside Guard. Tight End For Mike LB. Tackle is the post block. Tight End is the power block. Call Drive or Wedge depending on the alignment of defensive end. Tackle is responsible for any run through.
TREY (TO WILL)		
QUAD <u>M</u> (4)		Double team block between Onside TE and Onside Z. The Tight End is the post block and the Z is the power block. Vs Tackle Bubble TE is responsible for run through.
DOT <u>W</u>		Double team block between the Center and the Offside Guard. The Offside Guard is the post block. The Center is the power block.
		



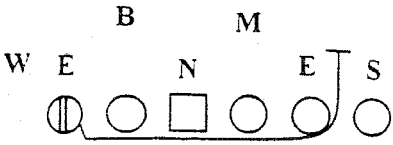
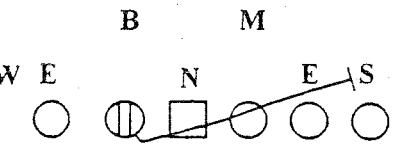
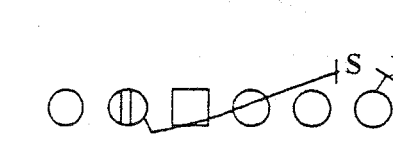
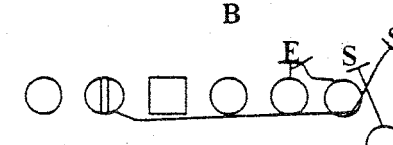
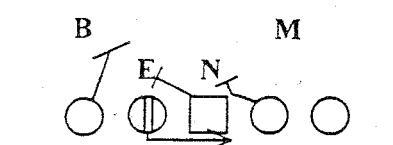
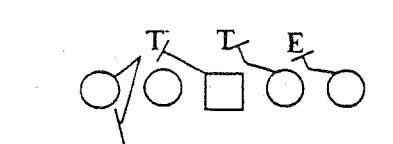
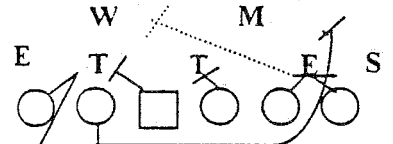
**FOLD BLOCKING SCHEMES:** This is an exchange of assignments between two offensive blockers AT or AWAY from the point of attack.

FOLD		Offside fold block between Center and Offside Guard. The Guard folds behind the Center to block the Mike. The Center blocks the DT.
TAKE		Onside fold block between Center and onside Guard. The Guard folds behind the Center to block the Mike. The Center blocks the DT.
GUT		Used both on onside and offside. Guard blocks out. Tackle folds under and blocks 2nd level backer.
TUG		Tackle block down 1st man on L.O.S. Guard steps around for 2nd level Linebacker. Used at P.O.A.
TEX		Cross block used at P.O.A. by Onside Tackle/TE.
CROSS IT		Cross block used at P.O.A. by Onside Tackle/Gd. Tackle first-Gd. behind used on 4-5 hole plays. Cross block L.O.S. defenders.
EAT		Fold block between Onside Tackle and Onside Tight End. The Tight End folds behind the Tackle to block the LB. The Tackle blocks out on the DE.
"C" SWITCH		Call that tells the On Guard to come down on the Nose and the Center to come around for a LB. Used on Draw vs. 30 look or an Under look.
TED		TE blocks down on Sam. Offensive Tackle blocks out on End.

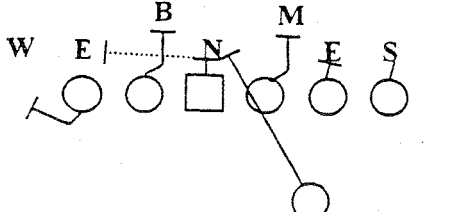
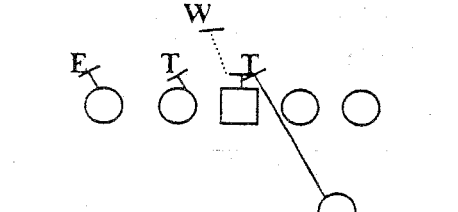
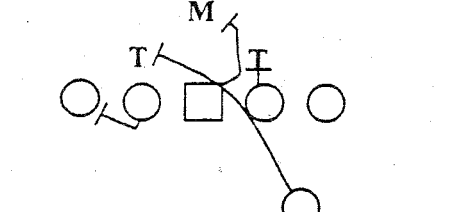
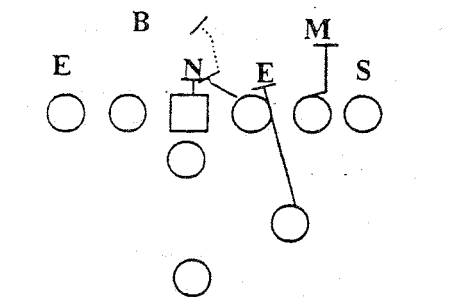
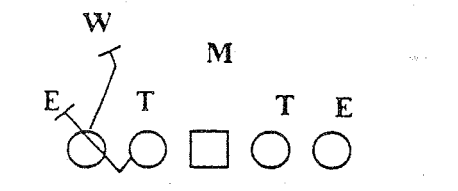
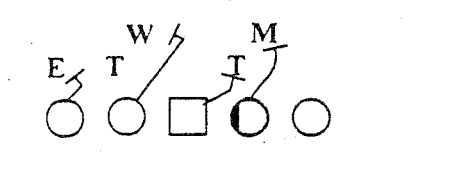
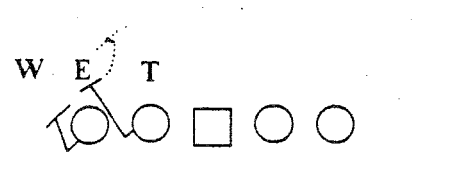
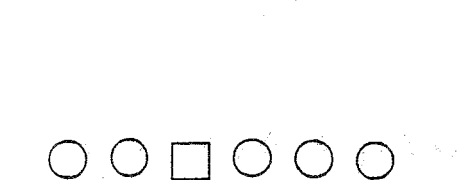
A Trap is a block used by an offensive Lineman where he gets inside-out position on a defender and traps him away from the hole.

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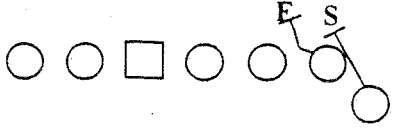
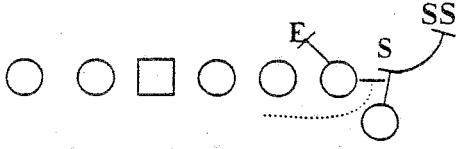
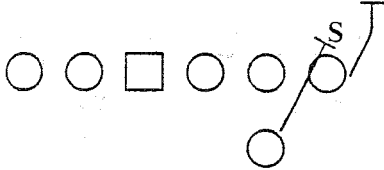
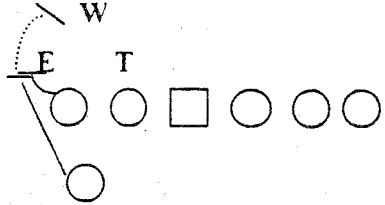
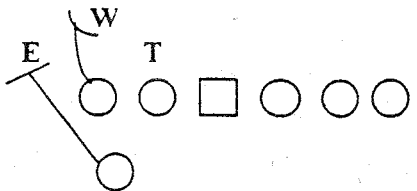
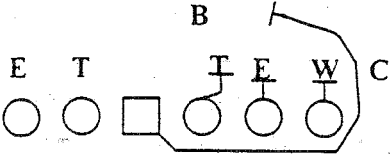
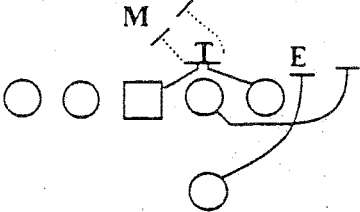
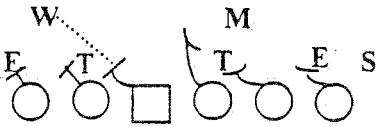
# ADDITIONAL BLOCKING TERMS OR CALLS

<p><b>"T" PULL</b></p>		<p>Offside Tackle pulls and either traps or leads up thru the hole on Mike. Example- 36/37 Counter</p>
<p><b>COUNTER</b></p>		<p>Offside Guard pulls and traps Sam. Example- 36/37 Counter, 36/37 Counter F</p>
<p><b>OUT</b></p>		<p>A call to alert Offside Guard and the TE will block out and he will trap 1st defender outside the OT on the L.O.S. Example- 36/37 Counter</p>
<p><b>LOADED "O"</b></p>		<p>Offside Guard pulls and bypasses the OLB and blocks the SS.</p>
<p><b>CHOKE</b></p>		<p>Call made by Center. Center blocks back or away from the point of attack. Onside Guard blocks down on Nose by himself.</p>
<p><b>QUEEN ANGLE</b></p>		<p>A call to alert the Onside Tackle to block down on DE by himself. The Offside Tackle help on 3 Tech. before he blocks outside. Example- 36/37 Counter.</p>
<p><b>POWER "O"</b></p>		<p>Offside Guard Pulls and blocks Mike.</p>

# ADDITIONAL BLOCKING TERMS OR CALLS (Continued)

<p><b>ODD PICK IT</b></p>		<p>Call made by Center to alert "F" that he will block defender on the Center. Center control drives the Nose then blocks back on DE. Example- 32/33 Wham</p>
<p><b>UNDER. WACK IT</b></p>		<p>Call made by the Center to alert Offside Tackle and Guard that the Center will block the Will LB and the Guard and Tackle will cutoff the defender on them. Example- 32/33 Wham.</p>
<p><b>EVEN STICK</b></p>		<p>Call made by the Center to alert "F" that he will block the defender on the Backside Guard</p>
<p><b>OVER ACE</b></p>		<p>A call made by the Center to alert "F" that he will block the defender on the Onside Guard Example- 32/33 Wham</p>
<p><b>YOU</b></p>		<p>Call made by Offside Guard to alert the Offside Tackle to block the Will LB and Guard will show pass and block out on 1st down defender. Example- 32/33 Wham.</p>
<p><b>ME</b></p>		<p>Call made by Offside Guard to alert the Offside Tackle that the Guard will block the Will LB and the Offside Tackle will cut off the DE. Example- 32/33 Wham.</p>
<p><b>SORT</b></p>		<p>Call made by the Offside Guard to alert the Offside Tackle to sift the DE to the Will LB and the OT will block the E.M.O.L. Example-32/33 Wham, 42(43) Ace.</p>
		

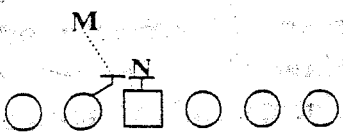
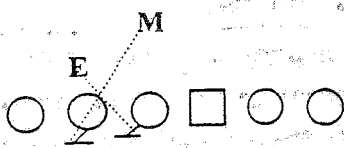
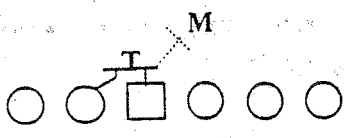
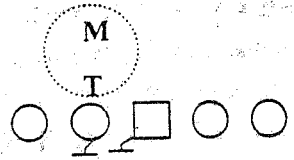
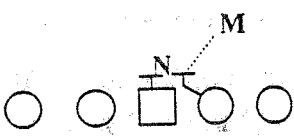
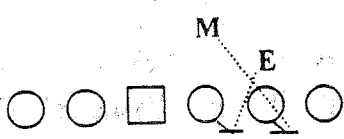
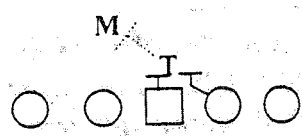
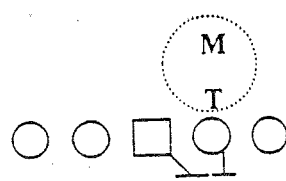
# **ADDITIONAL BLOCKING TERMS OR CALLS (Continued)**

LOAD		Blocking performed by wing back or near back on end man on L.O.S.
BLUFF		Bluff technique used by wing back or near back on end man on L.O.S. Used when Wing has no angle on EMOLS. Wing locks on to EMOLS vs Buzz Safety. (IB Force)
BOB EASY		Tight End release and block force . Blocking back block outside backer or end man on L.O.S. Used on 4-5 hole runs. TE alert to lock on vs LB Force.
BAT		Zone block between the On Tackle and Back to block the Defensive End to Will LB. Used on T39 (38).
BULLET		Call that puts the Back on the end Man on the L.O.S.
CHARLIE		Call used to tell the Guard that the center will pull. This is used when the Defensive Tackle is wide.
KING		Playside call that tells the on Tackle & Center to work together on a 2 technique DL & LB. Used on 98G (99G), 19X (18X).
FRONT		Center blocks onside to Sam or Will when Mike is backside.

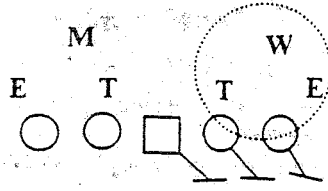
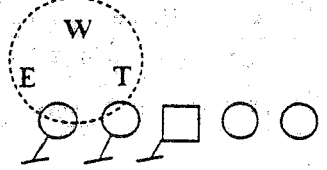
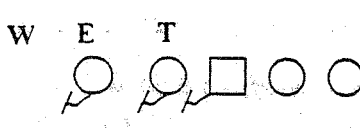
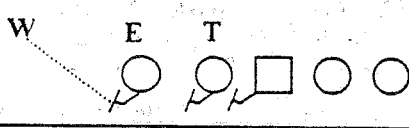
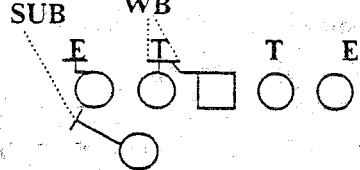
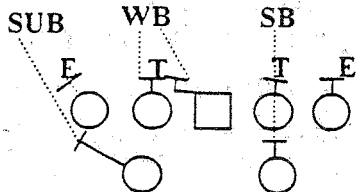
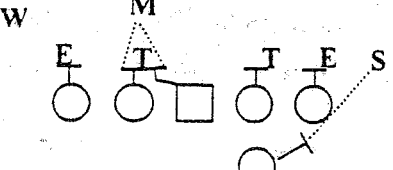
# PASS PROTECTION CALLS & TERMS

<p><b>MOLLY</b></p>		<p>A Dual Read Used by the Onside Guard. Check the Linebacker over - if he <u>does not</u> rush, check the Outside Backer or widest defender to the callside. NOTE: Used on Protections 20(21), 22(23), 26(27), 70(71), 72(73), 76(77)</p>
<p><b>RICKY</b></p> <p><b>LUCY</b></p>		<p>A Dual Read by the Onside Guard where the Guard does not come out of the LOS unless the OLB comes. Example: Use vs Nose cocked strong.</p>
<p><b>PETER (R)</b></p> <p><b>PAUL (L)</b></p>		<p>A Dual Read used by Center when WB is over him. Peter is right-Paul is left. Check the Linebacker-if he <u>does not</u> rush, check the outside Backer or widest defender to the callside. NOTE: Used on Sub Protections.</p>
<p><b>TROLLY</b></p>		<p>A Dual Read Used by onside Tackle. Check the Linebacker over-if he <u>does not</u> rush, check the Defensive End or widest defender to call side. Note: used on Protections 20(21), 22(23), 26(27), 70(71), 72(73), 76(77)</p>
<p><b>MIDDLE</b></p>		<p>Call made by Center to alert offensive team that he is covered by a Linebacker with the onside Guard covered. "Middle" also alerts the onside Tackle to Trolly or block M.D.M. on Protections 22(23), 26(27), 72(73), 76(77)</p>
<p><b>"A" GAP</b></p>		<p>This is a pre-snap call made by the Guard to alert the back that they will <u>zone</u> off their blocking responsibilities. The guard will set <u>inside</u> (towards the ball) and block any defender in that area and Back will block the defender on the Guard!</p> <p>RG on: 23, 27, 73, 77, 82, and 84</p> <p>LG on: 22, 26, 72, 76, 83, and 85</p>
<p><b>"D" CALL</b></p>		<p>Made by the TE to alert the uncovered Lineman to check his LB and drop out for the "D" area. Used on backside of P35(34), 65(64), 70(71), 74 (75) when TE is Slow.</p>

# PASS PROTECTION CALLS & TERMS

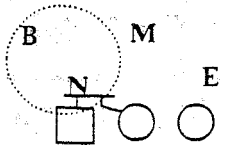
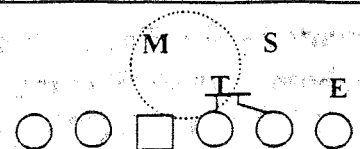
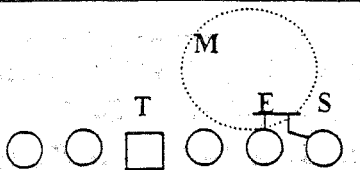
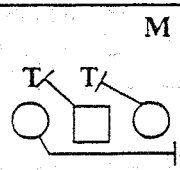
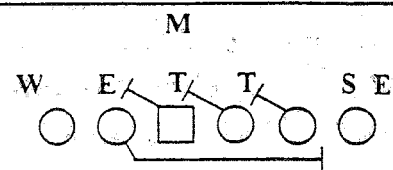
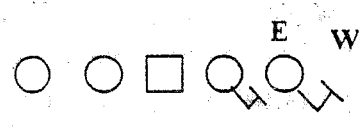
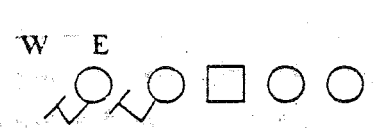
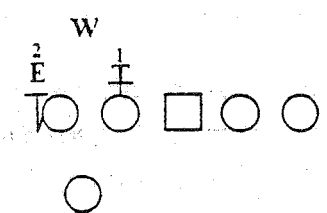
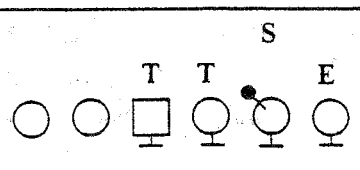
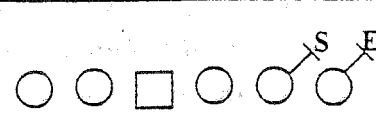
LEFT IN		Call made by <u>Left Guard</u> to alert Center he has LBer over him and in position to help Center. Guard checks the Linebacker. ( Lt In = Left Guard in )
LARRY		The left Guard works with the left Tackle rather than the Center. The Guard sets to the outside. If the LB scrapes outside, then the Guard and the Tackle will switch. A Larry is better than a Lt In when we know a DE will pinch or we feel the Mike will scrape outside.
LEFT OFF		Center and onside Guard block Nose and offside LB. Used on 82(83), 84(85), 86(87), and other Gap protections. Possible 42 Ace.
LIZ, L		This is a pre-snap call where by the Center and left offensive Guard will <u>zone</u> off their blocking responsibilities. They will set for a gap and block any defender coming into that area. "L" = 300 Pro (aggressive)
RIGHT IN		Call made by <u>Right Guard</u> to alert Center he has LBer over him and in position to help Center. Guard checks the Linebacker. ( Rt In = Right Guard in )
ROBERT		The right Guard works with the right Tackle rather than the Center. The Guard sets to the outside. If the LB scrapes outside, then the Guard and the Tackle will switch. A Robert is better than a Rt In when we know a DE will pinch or we feel the Mike will scrape outside.
RIGHT OFF		Center and onside Guard block Nose and offside LB. Used on 82(83), 84(85), 86(87), and other Gap protections. Possible 42 Ace.
RIP, R		This is a pre-snap call where by the Center and right offensive Guard will <u>zone</u> off their blocking responsibilities. They will set for a gap and block any defender coming into that area. "R" = 300 Pro (Aggressive)

# PASS PROTECTION CALLS AND TERMS

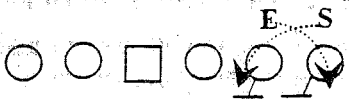
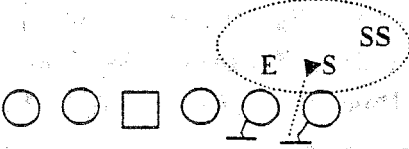
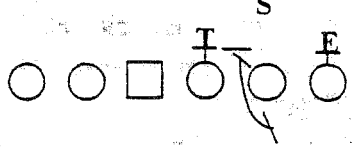
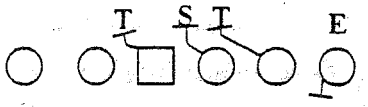
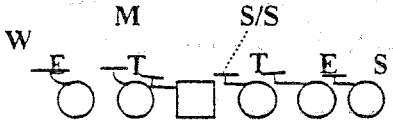
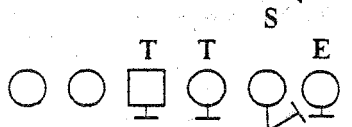
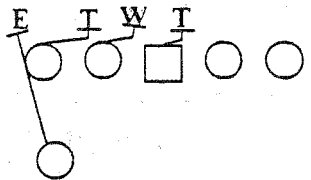
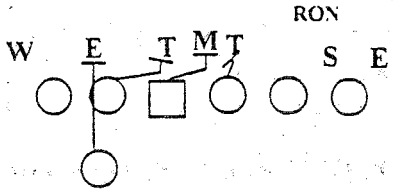
<p style="text-align: center;"><b>RIP</b> <b>ROBERT</b></p>		<p>This is a pre-snap call made by the Center where by three or more adjacent offensive Lineman will <u>zone</u> off their blocking responsibilities to the right. Each Lineman will set for a gap and block any defender coming into that area - no one coming, <u>slide</u> to the next gap - then <u>overlap</u> back inside towards the ball.</p>
<p style="text-align: center;"><b>LIZ</b> <b>LARRY</b></p>		<p>This is a pre-snap call made by the Center where by three or more adjacent offensive Lineman will <u>zone</u> off their blocking responsibilities to the left. Each Lineman will set for a gap and block any defender coming into that area - no one coming, <u>slide</u> to the next gap - then overlap back inside towards the ball.</p>
<p style="text-align: center;"><b>LEO</b> <b>(ROCCO)</b></p>		<p>This is a pre-snap call made by the offensive Tackle when he and the Guard are covered by <u>down linemen</u> and there is a defender aligned on the L.O.S. outside. This is an alert to the Center, Guard, and Tackle to "area" block the three (3) defenders on the L.O.S. This call can be made on 20(21), 70(71), 82(83), 84(85), 86(87), 88(89).</p>
<p style="text-align: center;"><b>LEO PEAK</b> <b>(ROCCO)</b></p>		
<p style="text-align: center;"><b>LUCKY</b> <b>&amp;</b> <b>RINGO</b></p>		<p>QB call that redirects a Dual Protection from the Call Side. This is a "Lucky" Call on 22 Protection that redirects the Center to #1 and the HB to #2. (Sub Calls)</p>
<p style="text-align: center;"><b>LOUIE</b> <b>&amp;</b> <b>ROGER</b></p>		<p>QB can redirect a Solid Protection from the Call Side. This is a "Louie" Call on 24 Protection that redirects the Center to the WB and puts the Backs on FS &amp; SB. (Sub Calls). Huddle call.</p>
<p style="text-align: center;"><b>SOLO</b></p>		<p>Call that tells the offense that in 82 protection the Center will "Liz" to Mike instead of Will because Will is too far removed to be a threat to Dog. It also tells the back to start his Dual Read from Sam to the call side.</p>



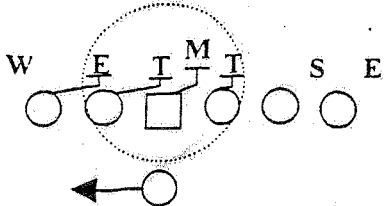
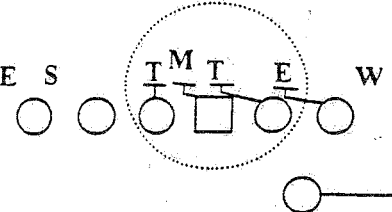
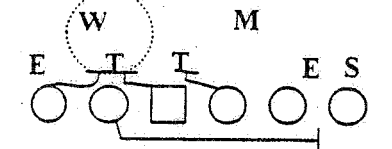
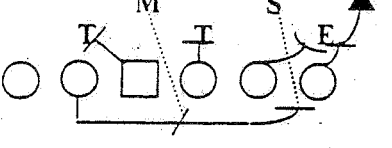
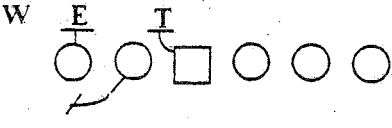
# PASS PROTECTION CALLS & TERMS

ACE <u>B</u>		Double team block between the Center and Guard to Combo Block the Nose Tackle and the Backside LB. Used in Pass 36 Counter and 384 Protections.
DEUCE <u>M</u>		Double team block between the Guard and Tackle to Combo a DL and an Inside LB. Used in Pass 36 Counter Protection.
TREY <u>M</u>		Double team block between the Tackle and Tight End to Combo Block the Defensive End and the Inside LB. Used in Pass 36 Counter Protection and PFB3 X Hitch.
CHOKE		Tells the Guard to Block Down on the Center's man because the Center is blocking back. Used on Pass 36 Counter. Could turn to Queen.
CHOKE ANGLE		Call that tells the On Guard & On Tackle to block down. Sometimes this involves the TE. Used in Pass 36 Counter. Could be Queen Angle.
RALPH		Buzz word to alert the right Guard and Tackle to Fan Block right.
LESTER		Buzz word to alert the left Guard and Tackle to Fan block left.
LESTER		Big on Big. Guard has 1st man on L.O.S. Tackle has second man on L.O.S. Note: Lester call alerts Back to block inside Linebacker.
SLOW		Call by TE telling the Line he is staying in to help block in the protection. Also call made by QB to keep TE in on a protection when he would normally release.
FAN ZONE		Call made by On Tackle to alert TE to block their outside Gaps. Zone off any stunts. Used on: 70(71), 74(75), 78(79), 84(85), 88(89), 54(55), 58(59), P35(34), P65(64), and PFD 2(3).

# PASS PROTECTON CALLS & TERMS

AREA		<p>Call made by On Tackle to block DE and TE to block Sam. Zone off any stunts. Use on Protections: 84(85), 54(55), 58(59), and PFD 2(3).</p>
CHECK ZONE S/S		<p>Call made by On Tackle to block DE and TE to block Sam with both eying S/S for possible blitz inside TE. Use on 70(71), P35(34), and P65(64), 74(75), 78(79).</p>
SLOW ROBERT		<p>Call made by Tackle when he has LB over him. Alerts the Guard to Block DT, Tackle to Block Sam, and TE to Block DE. Used on: 70(71), 84(85), 88(89), 54(55), 58(59), P35(34), P65(64), and PFD 2 (3), 74(75), 78(79).</p>
SQUEEZE		<p>Call used by Guard /Tackle that assigns the Guard "A" Gap and the Tackle "B" Gap. The call is used to protect vs. Backer or Safety in pre-set blow ("A"Gap). To the strong side.</p>
SWOOP		<p>Call that tells the Guard, Tackle, and TE that they have a 3-Man Overload Inside and everyone has the Inside Gap. Used in 70(71), 74(75), P35 (34), and outside runs weak. Alert vs. 8 man front / GL.</p>
GO		<p>Call that tells the TE to release in the route after the Tackle's man has dropped in the coverage. This is used in 74, 78, &amp; 70 Protections.</p>
PINCH		<p>Call used by the Weak side Guard/Tackle that assigns the Guard "A" gap and the Tackle "B" gap. Tackle alerts the Back to the side of the call to block the first man outside of the Tackle. The call is used to protect vs. Backer or Safety in pre-set blow ("A"gap) to the side. Also the Back could be hot off of DE call side of play.</p>
RON/LEE		<p>Call used vs. Cub look where the Center and Guard slide to the Inside Gaps and the Back adjusts and takes the Guard's man. Used in 74&amp;72 Protection and 22 Pro. with back weak. This is a Ron.</p>

## PASS PROTECTION CALLS & TERMS

<p style="text-align: center;"><b>RIP PINCH</b></p>		<p>Pre-snap call made by the Center to alert the On Tackle and <u>both</u> Guards to <u>zone</u> off their blocking responsibilities. They will set to the <u>right on Rip</u> and block any defender coming into that area. On Tackle block down on DT. Used on right 20 and 70 protection.</p>
<p style="text-align: center;"><b>LIZ PINCH</b></p>		<p>Pre-snap call made by the Center to alert the On Tackle and <u>both</u> Guards to <u>zone</u> off their blocking responsibilities. They will set to the <u>left on Liz</u> and block any defender coming into that area. On Tackle block down on DT. Used on Left 21 and 71 protection.</p>
<p style="text-align: center;"><b>TACO</b></p>		<p>Call that tells the Center and Tackle to Combo Block a DL and Backside LB. It is used in Pass 36 Counter, 15 (14) Trap Pass.</p>
<p style="text-align: center;"><b>BOOT "O"</b></p>		<p>Offside Guard pull and block Mike to Sam. It is used on Boot 35 (65) "0" Top. TE slams EMOLS on release to route.</p>
<p style="text-align: center;"><b>READ - IT</b></p>		<p>Read IT is used when the line is assigned the EMOL on a loaded look but we don't want to use Ralph/Lester - Leo/Rocco. The EMOL may not have a high blitz tendency and will flatten out the blockers.</p>

